

Beck Gibson



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PROFILE

I am a hardworking, committed person with a broad artistic skill set and a passion for games, looking to start my first position as a Technical Artist or dedicated Environment Artist. I enjoy challenges, and I am always open to learning new practices and software. I pride myself on my adaptability, creative thinking and problem-solving, and impeccable organisation skills.

EDUCATION

De Montfort University

2013 - 2016

BA (Hons) Game Art Design
First Class Honours

Long Road Sixth Form College

2011-2013

A-Levels in Fine Art,
Computing, Media Studios
AS in Photography

Witchford Village College

2005 - 2011

9 GCSEs

SKILLS & SOFTWARE

- 3ds Max
- Adobe Photoshop
- Substance Painter
- Substance Design
- Unreal Engine
- Unity
- Zbrush
- Adobe Animate
- Adobe Illustrator
- World Machine
- Extensive Modeling experience
- Knowledge of Unity shader language and UE4/5 shaders
- Experience of UI implementation for Unity and UE4
- C#, Python, Maxscript programming knowledge.

PROFESSIONAL EXPERIENCE

Make Real, Artist - *Brighton/Remote* August 2018 - Present

I've worked as an artist on both the R&D and main production teams. I have experience exploring new technologies and pipelines, building original IP and writing in-house tools, and working to strict design documents to client specifications.

I worked on the original IP projects *Loco Dojo* and *Loco Dojo: Unleashed*, as well as client projects such as soft skills training for Lloyds, Network Rail training experiences, St. James's Place soft skills training, and training for Southern Water.

I primarily work in 3D on environments and props, but regularly produce 2D artwork, animation, and UI plus provide technical artist assistance for projects.

REWIND, Junior Realtime Games Artist - *St. Albans* June 2017 - July 2018

I worked as a 3D artist on a range of immersive experiences - VR games like HBO's *Silicon Valley: Inside the Hacker Hostel*, *DHL Box Stacker Pro* and Sky VR's *Curfew - Join the Race*, as well as AR apps like Siemens' *See the Unseen*.

I worked principally as an environment artist, though I also produced characters, animation, VFX and 2D artwork when necessary.

Make Real, Freelance Artist - *Brighton* December 2016 - March 2017

I worked as a freelance artist on the original *Loco Dojo*.

Sonedo Media, Intern Artist - *Remote* June 2016 - July 2016 / January 2017 - February 2017

I worked as a games artist alongside other interns on various short projects and proof of concepts.

SKILLS (continued)

- Good teamworking and communication
- Previous experience of Maya and Blender
- Confident with version control software - knowledge of Perforce and Sourcetree
- Proficient with time management software JIRA
- Native English speaker
- Elementary German speaker

INTERESTS

- Dungeons & Dragons
- Video games
- Recreational powerlifting
- Hiking & backpacking
- Camping
- Swimming
- Photography
- Kayaking

PROFESSIONAL EXPERIENCE (continued)

3D Marketplace Seller August 2018 - Present

I sell my 3D models and environments independently on a number of content sites: UE4 Marketplace, Unity Asset Store, SketchFab Store, as well as Turbosquid and CG Trader.

VOLUNTEERING

South Downs National Park Volunteer Ranger Service October 2018 - Present

I'm a weekend Volunteer Park Ranger for the SDNP. I work with other volunteers, rangers, and organisations on practical tasks like land clearing and maintenance, construction and repair of fences, signs, etc., and ecological conservation of the park. I work with a variety of people from different backgrounds as a team, as well as regularly interact with members of the public.

References on request.