Jake Oliver, 3d Artist

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Formal Education:

Qantm College Brisbane
(Bachelor of Interactive Entertainment; Major in Animation, graduated 2011)

Software Experience:

- Autodesk 3ds Max
- Adobe Photoshop
- Substance Designer
- Substance Painter
- Xnormal
- Knald
- Quixel Suite
- Autodesk Mudbox
- Sculptris
- Topogun
- Unreal Engine 3 & 4
- CryEngine

Current Employment:

Environment Artist at Poppermost Productions (SNOW - PC/PS4; December 2013 to Present)
- Oversaw the move to a Physically Based Rendering asset pipeline.
- Modelling, baking, texturing and placing low-poly objects, props and modular sets, for use in CryEngine.
- Creating Vegetation.
- Setting up lighting for ingame areas.
- Creating particle effects for use within CryEngine.
- Optimising, and investigating new methods of optimising art content.
- Modelling, rigging and animating environment entities (for example; Birds).
- Working with a programmer to create new art systems (for example; Creating a rail grinding system which provides a "path" that the player aligns to within DCC packages).
- Managing Art Team content management systems (In this case we use Git, I handle branch merges, pull requests, troubleshooting etc).
- Cleaning up and reworking CAD models for gameplay and visuals..
- Setting standards for art documentation and planning.
- Creating and updating art documentation.
- Creating and updating art tasks in JIRA.
- Modifying CryEngine shaders (CE uses a custom shader language, which is very similar to HLSL and CgFX).
- Creating automated solutions for repetitive tasks (Eg. Automatic Ski/Snowboard texture maker in Substance).

Previous Employment:

Freelance Artist for Streamline Studios and Shapefarm (Devil's Third - Wii U; March 2013 to December 2013)
- Modeled, baked and textured Environmental Props and Modular Sets for use within Unreal Engine 3

Qinetiq Brisbane (Internship; Final Quarter 2011)
- Modelling, baking and texturing low-poly hero objects and props, for use in the Unity engine.
- Working with a programmer/designer to plan and develop a realistic and consistent environment for an original simulation project.
- QA (Quality Assurance) Testing and bug-finding for an existing simulation project

Mod/Indie Experience:

Ink Studios Ltd (Crymono Tanks; September 2012 to December 2013)
- Modelling, baking, rigging and texturing all game related assets.
- Responsible for game's art style and ensuring that the art style remains consistent between assets.
- Screenshot from this project was used as the cover of "CryENGINE Game Programming with C++, C#, and Lua" by Filip Lundgren and Ruan Pearce-Authers (Published by Packt Publishing)