

# Jake Oliver, 3d Artist

## Contact Details:

Portfolio: [www.mystichobo.com](http://www.mystichobo.com)  
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## Formal Education:

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

## Software Experience:



Autodesk 3ds Max



Substance Painter



Quixel Suite



Topogun



Adobe Photoshop



Xnormal



Autodesk Mudbox



Unreal Engine 3 & 4



Substance Designer



Knald



Sculptris



CryEngine

## Current Employment:

Poppermost Productions (SNOW, December 2013 to Current)

- Oversaw the move to a Physically Based Rendering asset pipeline.
- Modelling, baking and texturing low-poly objects, props and modular sets, for use in CryEngine.
- Creating Vegetation.
- Setting up lighting for in-game areas.
- Creating particle effects for use within CryEngine.
- 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 system (In this case we use Git, I handle branch merges, pull requests, troubleshooting etc).
- Cleaning up or remodelling CAD models to both work from a gameplay perspective and look good.
- 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).

## Previous Employment:

Freelance Artist for Streamline Studios and Shapefarm (Devil's Third, March 2013 to December 2013)

- Modeled and textured Environment Props
- Planned, modeled and textured Modular Sets

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

### **Internship Feedback:**

"Jake consistently produced work of a high standard. The quality and professionalism of his work belied his limited industry experience. Jake is a capable modeller with the ability to be self-directed.

Jake will only improve his modelling output as he gains further industry experience. The need to balance quality and output volume is as good as can be expected at his current level of experience.

Jake was very easy to work with in a busy environment. We found he integrated well into the team and was able to produce a level well beyond expectations."

## 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.