Jake Oliver, 3d Artist

Portfolio: http://www.mystichobo.com
Email: jake@morelensflare.com
Phone: (+46)721554052

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
- Quixel Suite
- Xnormal
- Knald
- Zbrush
- Unreal Engine 3
- Unreal Engine 4
- CryEngine
- Unity

Shipped Titles:

- **Devil's Third** (WiiU)
- **SNOW** (PC/PS4)

Employment History:

Lionbite (Rain of Reflections, September 2017 to Present)

- Modelling, baking and texturing low-poly objects, props and modular sets, for use in Unity.
- Creating Vegetation.
- Set dressing and asset placement.
- Creating and updating art tasks in JIRA.
- Managing external freelancers.

Environment Artist at Poppermost Productions (SNOW and Unannounced Project, December 2013 to July 2017)
- 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).

Freelance Artist for Streamline Studios and Shapefarm (Devil's Third; 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