



JAKE MISSING

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Profile

I have studied game development since 2011, after having a strong passion and enthusiasm for games throughout my childhood. After learning more about the industry in college my thirst only grew, and through university I discovered my love for game art.

I'm eager to get in to the industry and continuously push my art forwards, learning new techniques and skills and absorbing other workflows from other artists and professionals. Through other job roles in my life I have acquired excellent time management skills, a hard-working ethic, and efficient working habits. However, my artwork is something that I want to keep evolving alongside new technologies.

VR is a huge interest of mine and what the industry can do with it is incredibly exciting. I am currently seeking a role that will allow me to explore these interests and create amazing experiences.

I recently won the 2017 Grads in Games - Sumo Digital Search for A Star environment art competition, in which hundreds of final year students applied.

Technical Skills

Familiar Software includes:

- 3DS Max
- Maya
- Zbrush
- Unreal Engine
- Unity
- Marmoset Toolbag
- Marvelous Designer
- Substance Designer
- Substance Painter
- Bitmap2Material
- Quixel Suite
- xNormal
- Knald
- World Machine
- Photoshop
- After Effects
- Premiere Pro
- Phyre Engine

Excellent understanding and implementation of baking high to low poly workflow.

Physically based rendering techniques.

Material authoring using Substance Designer and Quixel Suite.

Working with agile and scrum management.

Relevant Experience

Freelance Artist

2015 - Present

I work as a freelance artist creating 3D animations, 2D Motion graphics and 3D assets for games, film and web etc. Working with clients such as the [eUKhost](#), [Sheffield Hallam University](#), [Let There Be Light Productions](#) and [Epiphany VR](#).

Epiphany VR

3D Art and Design

2015 - Present

I joined this Sheffield based art collective after working on a couple of projects with them as a freelance artist. The small team is made up of theatre performers/directors, programmers, designers, artists and audio specialists. We create apps, games and experiences using VR and exploring new possibilities. Projects I've worked on include, Memories of Now, [New Template 2.0](#), and [Sheffield VeRse](#).

Sheffield Hallam University

Simulation Technologist

2015 - 2016

I was successful enough to be offered a placement for the faculty of health and well-being at Sheffield Hallam University. This role entailed creating [virtual learning enhancements](#), such as animations, simulations, games and other interactive media projects. This gave me experience in creating games for IOS devices, using Unity, which at the start was a new engine to me. Other projects include using the Oculus Rift, Myo armband, Haptics Pen, Leap Motion, and other peripherals to immerse students in to a virtual reality learning environment. The experience is overall interesting to see another side to the industry, creating products for a medical purpose and the alternate uses of games.

Education

Sheffield Hallam University (2013-2017)

Computer Games Design	BA (Honours) with placement - *Predicted First*
Recent Modules	3D Game Art - First 3D Character Development - First Final Major Project (Architectural Visualization in Ue4) - *Predicted First* 3D Games Prototyping (Phyre Engine) - *Predicted First* Game Development - *Predicted First*

Confetti Institute of Creative Technologies (2011-2013)

Computer Games Development	BTEC National Extended Diploma - D* D* D*
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Selston Arts and Community College (2006-20011)

7 GCSE's grade B-D achieved including Maths (B) and English (B).
BTEC National Diplomas in Media and ICT (Distinction).

Employment

Thornton's
Senior Sales
2011 - 2015

This role showcased my dedication and allowed full experience within the area of sales and retail. I took interest in all products, allowing excellent customer service which was a key focus in this job. This role entitled, sales, customer interaction, targets, and new challenges to overcome each day. With the store also having a café I was also trained as a barista on the coffee machines. The senior sales role after three years of service entailed running the shop and managing my own team of staff.

Apex Studios
Project Manager and 3D Artist
2011 - 2012

I worked as a project manager for my team as well as a 3D artist using agile and scrum management to keep everyone on track. This enabled us to create a game in a short amount of time that was featured at an event - Game City Nights in which it was greatly received. The game was pitched to hundreds of developers, students, tutors and enthusiasts and played by all, receiving great feedback.

Hobbies and Interests

I still enjoy playing games, and after work in the week tend to play for at least an hour a day on my PC or other consoles. Albeit in a different light than previously to my studies, in that I love seeing new boundaries artwork is being pushed to. Seeing game art or elements in games that you come away after playing and can't wait to try out for yourself and push your own art forward is a great feeling.

In my spare time, I also enter game art competitions such as the Grads in Games' Search for a Star competition which I was fortunate enough to be a finalist in the environment art category.

VR has played a huge part in my work recently, this new realm that games have entered I find incredibly interesting. In terms of the immersion and emotional connection with the player, and where the industry can go with this new technology. As a part of Epiphany VR, we have been testing out some of these ideas with different applications and backgrounds for VR such as virtual theatre performances with 3D captured actors.

At the weekend, I try my best to cut screen time after sinking in long hours during the week. The peak district is only next door to Sheffield so venturing out to the fresh air for a walk or on my bike is key in keeping a clear head and refreshing myself for the next week. If not that, then socialising with friends or family and perhaps taking on a different adventure some weeks, like indoor rock-climbing, paint-balling and go-karting.

References Available upon request