

# OLIVER ACCON-HIGGINS

07875 577059 [oa-h@hotmail.com](mailto:oa-h@hotmail.com) London SW18  
[oliverah.artstation.com/](http://oliverah.artstation.com/)

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## SOFTWARE EXPERTISE

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## EXPERIENCE

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### **Nexus Studios**

*Texture Artist/Modeller - Various*

*London*

*Feb 2018*

- Textured characters, props and landscape elements using Substance for animation in 3DS Max.
- Created test renders using V-Ray lighting and materials.

### **Argon FX**

*Pre Vis Artist – Artemis Fowl*

*London*

*2016-2017*

- Modelled and textured dozens of props and sets to real-world plans, with quick turnarounds.
- Optimised models and textures for real-time use in Maya and Unreal Engine.
- Tested assets in Unreal Engine.

### **Neko Productions**

*Lead Texture Artist – Marvel Avengers Academy/Harry Potter: Hogwarts Mystery*

*London*

*2016-2017*

- Modelled/textured dozens of iconic Marvel and Harry Potter characters.
- Created LOD models for the game engine.
- Remotely supervised a team of international texture artists.
- Gave daily critiques and feedback on team work, acting as quality control between studio and client.

### **University of South Wales**

*Occasional tutor & guest speaker*

*Cardiff*

*2011–2017*

- Performed lectures on concept art, modelling, texturing and industry-related advice.
- Given one-on-one tutorials with students; focusing on their specific work and how it can be improved.
- Formally assessed student work; ranging from pre-production to modelling and texturing.

### **Dramatico Animation**

*Lead Modeller- The Wombles*

*London*

*2014–2015*

- Modelled and textured hi-poly and low-poly props and interior environments based on 2D concepts.
- Created proxy models, textures and UV maps for real-time use in Maya.
- Designed three interior sets and dozens of props; helped develop the visual language of the show.

## **Living Data**

*Lead Modeller- Various*

*Cardiff*

*2012-2014*

- Helped develop pipelines and worked in the company's agile environment.
- Designed, Modelled and textured characters, props and environments.
- Lit and rendered a handful of animated sequences.
- Composited render layers in After Effects and Photoshop.
- Optimised 3D assets for use in the Unity engine, and for Augmented Reality application.

## **Dinamo Productions**

*CG Artist - iconicles*

*Treforest*

*2010–2011*

- Modelled and textured 3D environments, characters and photoreal props using 2D artwork and live action reference for VFX sequences.
- Animated pre-viz sequences to instruct the show's actors and help visualise various moving elements.
- Originated the CG lighting solution for the series' 3000+ shots, using on set reference and HDRI techniques.

*2D/3D Artist - abadas*

- Modelled, textured and lit two interior and one exterior set, plus a variety of props for the show.
- Conceptualised five sets (interior and exterior).
- Organised and rendered shots; streamlined the render pipeline to ensure successful integration of 2D and 3D elements within the show.

*Matte Painter – Story of Wales*

*2011*

- Employed 2D painting and 3D modelling techniques to paint hundreds of photo real houses, in various stages of construction, onto a backplate.

## **A Productions**

*Work Experience*

*Bristol*

*2010*

- Animated scenes for 'Driver Dan's Story Train', using proprietary company rigs and scripts.

## **Aardman Animation**

*Work Experience*

*Bristol*

*2009*

- Edited publicity stills and assisted with creation of animatics for 'Timmy Time'.
- Shadowed the Director of Photography on 'Shaun the Sheep'.

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## **EDUCATION**

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### **Cardiff School of Creative and Cultural Industries**

*Computer Animation BA (Hons), July 2010*

- Earned First Class Honours.
- Recipient of 2010 'Computer Animation' course award.
- Nominated for universities prestigious 'Glammys' award.
- Worked as Lighting Supervisor on large-scale compositing project 'T-Rex in the ATRium' for the 'Ffresh' festival.