

Duncan Ecclestone

3D Artist

Duncanecclestone.com

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34A Lakeshore Drive, Toronto, ON

PROFILE:

I am an efficient 3D artist with the desire and drive to accomplish any task. Effective in both a group or alone, my expertise in many types of 3D software, determination, and passion for my work makes me a valuable asset to any team.

I have many skill sets that I am proficient in including:

Traditional drafting, Hard surface Modeling, Soft surface modeling, Organic modeling, Retopology, UV Mapping, Texture Painting and Sculpting.

TECHNICAL SKILLS

3D Applications: 3DS Max, ZBrush, Maya, Mudbox, Substance Designer, Substance Painter

Game Engines: Unity [4] [5], Unreal Engine [3] [4]

Graphics Applications: Adobe CS5/6/CC, Krita paint, Quixel suite

Productivity: MS Office Suite

Work Experience

Character Artist [Contract] – *Haze*, RedBunker studios

Character Artist [Contract]- *Eion* April-July 2018

Lead 3D Artist – *Inverse*, Always Mind studios Oct – Aug 2016

Quality Assurance, Systems Monitoring, SmileGateWest Mar 2015 – Dec2016

Published works

PutThatThingBackWhereItCameFromOrSoHelpMe

Global Game Jam [Toronto] 2015

Lead Artist- I was responsible for all 3D assets and textures for this project, Including hard surface, soft surface and character modeling.

WaveFront

Global Game Jam [Toronto] 2017

Game director - I helped develop the main concept and game design.

Lead Artist - Helped format the art direction and vehicle design as well as modeling the primary vehicle through t a full development pipeline.

EDUCATION

Game Development - Ontario Advanced Diploma

George Brown College 2013-16

Arts and Design Foundations - Fine Arts Certificate

George Brown College 2012-13