

JOHN R. GRIFFITHS

Lead Environment Artist

+44 (0) 7817 233621
john.rob.griff@gmail.com

artstation.com/griffitii

     @griffitii

SOFTWARE

Modo, Maya, ZBrush, UE4, Unity,
Substance Designer & Painter,
SpeedTree, Photoshop, Jira, Premiere

TECHNIQUES

Design, Pre-visualisation,
Asset modularity, 3D High- and Low-
polygon modelling, Sculpting,
UV unwrapping, PBR Shading &
Texturing, World building, Set dressing,
Lighting, Optimisation

SPEAKING ENGAGEMENTS

Staffordshire Uni. 2017 Conf. Speaker
Staffordshire Uni. art workshops
Stockport College art workshops
Develop 2018 Conference Speaker
Develop 2019 Conference Speaker
EGX/Rezzed Ukie Portfolio Reviewer

ACHIEVEMENTS

BAFTA Games Crew 2017-19
GamesIndustry.biz Top 100 2018

EDUCATION

MA 3D Computer Animation, Distinction

Bournemouth University
2008 – 2009

BA(Hons) Communication & New Media, 2:1

University of Leeds
2004 – 2007

REFERENCES

Upon request

EXPERIENCE

Lead Environment Artist, Evidential, Manchester, UK

Jun 2018 - Present

- > Responsible for delivering all aspects of art across a range of disciplines
- > Key stakeholder for pushing visual quality of the project
- > Creation of pipeline and adapting it to the needs of the project
- > Line manager and mentor art team
- > Work collaboratively with other departments
- > Ability to produce estimates to meet scheduling and planning requirements
- > Ability to train other artists in software techniques and pipeline

Environment Artist, TT Fusion, Manchester, UK

Sep 2014 - May 2018

- > Over three years experience working on AAA video game software titles
- > Contributed to the production of 5 AAA released games
- > Responsible for the production of all art assets across multiple story levels and hub areas per game
- > Implementation of PBR shading and texturing
- > Experience with in-game and baked lighting
- > Experience with optimisation techniques, collision generation and Bug fixing

Head of Assets, Red Star 3D, Sheffield, UK

Nov 2010 - Aug 2014

- > Over three years experience managing, directing and supervising a team of artists while remaining hands on in the creation of 3D art
- > Responsible for the production of all assets across a variety of projects
- > Developed excellent skills in 3D modelling, shading, texturing and set dressing
- > Able to adapt to new art styles and maintain visual consistency throughout production
- > Proven record of learning new software and pipelines quickly
- > Worked as a member of a team and collaborated with other artists
- > Gained experience in stereoscopic 3D across a variety of short films and ride simulations

Digital Artist, Red Star 3D, Sheffield, UK

Jan - Nov 2010

- > Designing, modelling and texturing of environment and prop assets for use in 4D short film productions

Freelance Artist, Leeds, UK

Jun 2007 - Sep 2008

- > Production of various online- and offline projects including promotional web banners and short animated productions
- > Commissioned to create an interactive kiosk for children. Exhibit currently in use at the museum, Eureka!