MARTIN GILES

3D GENERALIST

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EXPERIENCE

David Salisbury -3D Visualiser / CAD Technician

- *09/2018 - Present*

Responsible for producing 2D & 3D design concept presentations for Sales Designers along with the internal development of processes and components to compliment company sales literature. Working with Sales Designer sketches and survey information to produce structurally & visually accurate views, elevations and section drawings, with high attention to detail, of company product and the existing property, including any additional details required;

- Create a 3D accurate representation of existing property with company concept in position using Sketchup.
- Use the 3D from Sketchup and create elevation and section drawings using layout.
- Confirmation of design drawings, leads to creation of 3D visual renders of concept using latest rendering software Enscape. Producing Still presentations and videos.

Gamma Minus -3D Generalist

- *03/2018 - 10/2019*

My main task when working with the team was to create high quality 3D prop models for interaction with playable characters. Other tasks assigned to me throughout my time at Gamma minus was the creation of 3D environment models, Asset assembly in unreal engine, optimisation of assets and SVN live updates.

TOAD London- 3D Generalist

- *03/2017 - 04/2017*

I worked with the team as the sole 3D Artist. Assembled desired characters assets into gear sets. Altered texture setup as technique used was too complex for engine and needed optimising for performance. Posing the characters to match 2D concepts, some assets required the skinning to be tweaked to produce the poses. Developed the Environment models and scene with use of lighting techniques for the desired look. Helped with testing to ensure the experience was optimised for all devices.

EDUCATION

University of South Wales

Bachelor Degree Game Art.• 2014

Grade • 2:1

Strode College

Foundation Degree Art 2011

Grade • Merit

SHIPPED TITLES

- **Injustice 2**
  VR / Web experience
- **Crea Dough**
  Animation
- **Play Photo**
  Mobile Game
- **Soul Axiom**
  Video Game
- **Master Reboot**
  Video Game

SKILLS

- Autodesk 3DS MAX
- Autodesk Maya
- Zbrush
- Substance Suite
- Adobe PhotoShop
- Unreal Engine
- Microsoft Office

EXPERTISE

- 3D Modelling
- UV optimisation & Texturing
- Content Profiling/Optimisation
- Working knowledge of shader creation
- Working knowledge of rigging/skinning
- Working knowledge of real time lighting techniques