

Kyle Tugwell

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EXPERIENCE

StudioPCT – Technical Artist

SEPTEMBER 2019 – DECEMBER 2019

Crystal Generator Tool

Investigated Asset Store needs, USPs and technical requirements for technical art tools.

Created a generator tool which allowed users within Unity3D to customise materials and meshes to produce realistic crystals for their scene.

Followed a development cycle ending with the Asset being for sale on the Unity Asset Store.

University of Gloucestershire – Computing Technician Placement

SEPTEMBER 2018 – AUGUST 2019

COMX 2019

Developed a full branding pipeline to be utilised at an end-of-year exhibition for Creative Computing students.

Managed myself and a team through the event management process from concept to implementation; including creating documentation and mentoring others.

Set budgets and guidelines for graphic and branding production.

University Support

Created and maintained a Discord server with appropriate roles and moderation which has allowed a student community to flourish.

Offered support within 2D mobile application development and 3D modelling development during lectures.

Self-employed – Freelance Designer

DECEMBER 2015 – JUNE 2019

Bounce Indoor Trampoline Parks/Reboot Leisure

Developed a branding identity with the already existing branding and implemented this into graphic design, 3D modelling and video editing elements.

EDUCATION

University of Gloucestershire – BSc(Hons) Computer Games

Design - 1st Class Predicted

SEPTEMBER 2016 - MAY 2020

Forge of the Zodiac

Currently working on a Souls-like game focusing on environment assets with sculpting, PBR workflows with Substance and hard surfaces.

Snow Shader Study

Created materials using the Substance Suite and Unreal Engine 4 to create a solution which explains how shaders in environments enhance the player experience.

Developed realistic renders for the materials produced using Marmoset Toolbag.

Developed realistic snow elements such as trails, build-up, footprints and shader implementation.

New College Stamford – Level 3 Interactive Media - Distinction

SEPTEMBER 2014 – JUNE 2016

TOOLS

- Adobe Creative Suite (including but not limited to Photoshop, Illustrator, Dreamweaver and Dimension)
- 3DS Max
- Unity
- Unreal 4
- Substance Designer
- Substance Painter
- Marmoset Toolbag
- ZBrush
- JIRA and Confluence
- GitHub and Perforce

SKILLS

- Node-based Shader Creation
- Tool Creation
- Material Creation and Optimisation
- Environment and Prop Modelling with Sculpting
- Pipeline Set-up and Documentation
- Branding Establishment

LANGUAGES

- C#
- ActionScript 3

VOLUNTEERING

University of Gloucestershire – Subject Representative

AUGUST 2018 – PRESENT

I am currently the Subject Representative for the Creative Computing subject community where I assist the university in retaining student feedback and forward these ideas onto the management within the university hierarchy, including the vice-chancellor.