

# Jon-Paul Buck

3D Artist

## Contact

  
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jon-paul.art

  
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## About Me

Hi! I'm Jon-Paul and I am a 3D Artist specialising in real-time environments and product visualisation. I have experience in lots of different 3D workflows including the various different software mentioned below.

I enjoy keeping up with the latest techniques & recently I've been getting stuck into UE5.

I have undertaken work in both games & product visualisation environment and understand the methodologies involved in both.

Product Visualisation work available on request.

## Work Experience

### Blue Castle

3D Visualisation - Part Time - July 2021 to Present  
This job involves 3D demonstrations of logistic solutions and processes which are used for promotional, pitching and informational purposes. I work in a variety of different workflows both realtime & non-realtime in UE4 & Arnold.

### Falmouth University

3D Environment Artist - July 2021 to Present  
As a student worker I am currently on a research project where I have to create environments based on locations in America using Megascans, UE5 and real height data in order to reconstruct the areas specified.

### Freelance

Animator & 3D Generalist - Sept 2020 to Present  
Currently I am working on an unannounced product creating 3D instructional demonstrations. This job requires a lot of problem solving and translation from a physical product to 3D animated object. Moreover it also requires the 3D animations to be a readable and to the correct proportions so that the consumer can use them to construct the product.

### Giant Space Monster

QA Tester - Sept 2018 to Dec 2018

I worked from home as a QA Tester. This job was primarily finding bugs and communicating them to the dev team. This was a work experience opportunity and it was to catch any final errors before the launch of the game.

### Sumo Digital

Playtesting - Jul 2018 to Aug 2018

This was a short summer placement where I had the chance to work in studio with the developers and participate in playtests on Team Sonic Racing.

## Education

2020-2021

Falmouth University  
BA(Hons) Game Art - Second Class Honours (Upper Division) (2:1)

2018-2020

University of Derby  
BA(hons) Computer Games Modelling & Animation

## Software

Unreal Engine 4

ZBrush

Substance Painter

Maya

Unity

Marmoset

Substance Designer