

Brett Eveleigh - Environment Artist

Contact

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Experience

Experienced Artist at Codemasters October 2015 - Present Southam, UK	Dirt 4 - PC/PS4/Xbox One <ul style="list-style-type: none">● Asset creation and modification● Terrain modification● R&D for updating content creation processes● Outsource specification and feedback
3D Artist / Technician at Hilden Diaz March 2014 - December 2014 Copenhagen, Denmark	Forms in Nature - 3D Printing <ul style="list-style-type: none">● Optimisation and improvement of existing lamp● Design and creation of new lamp
Environment Artist at Polygon Fabrik July 2013 - January 2014 Remote	Emergency 5 - PC <ul style="list-style-type: none">● Modelled a number of buildings● Three damage levels for each building plus LOD.● Textured each model with Diffuse, Spec, Gloss, Normal, plus additional custom maps
Environment Artist at Pendelhaven June 2013 - July 2013 Remote	Biome Blox <ul style="list-style-type: none">● Created additional models for product pitch● Made short animation, showing product assembly
2D/3D Artist at Flying Squirrel Games June 2009 – May 2010 December 2010 – June 2013 Remote	Xbox Live Indies: Banana Split The Flight Before Christmas Avatar Bumper Cars Xmas Chainsaw Massacre Avatar Battle Bees <ul style="list-style-type: none">● Creation of all art assets from start to finish● Collaboration on game design, themes and art styles● Worked closely with programmer to define technical capabilities and solve issues

<p>Junior Artist/Level Editor at Ubisoft Reflections May 2010 – December 2010 Newcastle Upon Tyne, UK</p>	<p>Driver: San Francisco - Wii/Xbox 360/Playstation 3/PC/MAC</p> <ul style="list-style-type: none"> ● Prop creation and placement/scene dressing ● Building and terrain editing and creation ● Optimisation of environments and assets to maintain performance ● Responsible for an area of the city, to improve and bug fix
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Education

<p>Teesside University 2006-2009</p>	<p>BA Hons Computer Games Art – 2.1</p> <ul style="list-style-type: none"> ● Environmental Modelling for Games ● Concept Design ● Character Modelling for Games ● Digital Imaging and Texturing ● 3D Effects for Games ● Drawing and Composition
<p>University College Falmouth 2005-2006</p>	<p>Art Foundation Diploma – Merit</p>

Courses

3D Environment Modeling for Games - Zbrush Workshops

Sculpting for 3D Printing - Zbrush Workshops

Software

<p>Expertise 3D Studio Max Photoshop Zbrush</p>	<p>Working Knowledge Substance Painter Substance Designer World Machine Unreal Engine Unity</p>
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Recommendations

Available on request