

Beck Gibson



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PROFILE

I am a hardworking, dedicated person with a broad artistic skill set and a passion for environment creation. I enjoy challenges, and I am always open to learning new practices and software. I pride myself on my adaptability, creative thinking and problem solving, and impeccable organisation skills.

EDUCATION

De Montfort University
2013 - 2016
BA (Hons) Game Art Design
First Class Honours

Long Road Sixth Form College
2011-2013
A-Levels in Fine Art,
Computing, Media Studios
AS in Photography

Witchford Village College
2005 - 2011
9 GCSEs

SKILLS & SOFTWARE

- 3ds Max
- Adobe Photoshop
- Substance Painter
- Substance Design
- Unreal Engine
- Unity
- Zbrush
- Adobe Animate
- Adobe Illustrator
- World Machine
- Previous experience of Maya and Blender
- Extensive Modelling experience
- Excellent UV mapping skills
- Good sense of realistic scale and proportion
- Confident with organic and hard surface forms

PROFESSIONAL EXPERIENCE

Make Real, Artist - Brighton/Remote
August 2018 - Present

I've worked as an artist on both the R&D and main production team. I have experience exploring new technologies, pipelines, building original IP with creative input, as well as working to strict design documents to client specifications. I worked on the original IP projects *Loco Dojo* and *Loco Dojo: Unleashed*, as well as client projects such as soft skills training for Lloyds, Network Rail training experiences, St. James's Place soft skills training, and training for Southern Water. I primarily work in 3D on environments and props, but regularly produce 2D artwork, animation and UI depending on the project.

REWIND, Junior Realtime Games Artist - St. Albans
June 2017 - July 2018

I worked as a 3D artist on a range of immersive experiences - VR games like HBO's *Silicon Valley: Inside the Hacker Hostel*, *DHL Box Stacker Pro* and Sky VR's *Curfew - Join the Race*, as well as AR apps like Siemens' *See the Unseen*. I worked principally as an environment artist, though I also produced characters, animation, VFX and 2D artwork when necessary.

Make Real, Freelance Artist - Brighton
December 2016 - March 2017

I worked as a freelance artist on the original *Loco Dojo*.

Sonedo Media, Intern Artist - Remote
June 2016 - July 2016 / January 2017 - February 2017

I worked as a games artist alongside other interns on various short projects and proof of concepts.

SKILLS (continued)

- Good teamworking and communication
- C#, Python, Maxscript programming knowledge.
- Confident with version control software - knowledge of Perforce and Sourcetree
- Proficient with time management software JIRA
- Native English speaker
- Elementary German speaker

INTERESTS

- Dungeons & Dragons
- Video games
- Recreational powerlifting
- Hiking & backpacking
- Camping
- Swimming
- Photography
- Kayaking

PROFESSIONAL EXPERIENCE (continued)

3D Marketplace Seller August 2018 - Present

I sell my 3D models and environments independently on a number of content sites: UE4 Marketplace, Unity Asset Store, SketchFab Store, as well as Turbosquid and CG Trader.

VOLUNTEERING

South Downs National Park Volunteer Ranger Service October 2018 - Present

I'm a weekend Volunteer Park Ranger for the SDNP. I work with other volunteers, rangers, and organisations on practical tasks like land clearing and maintenance, construction and repair of fences, signs, ect., and ecological conservation of the park. I work with a variety of people from different backgrounds as a team, as well as regularly interacting with members of the public.

References on request.