

Beck Gibson

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Summary

3D Artist

- Dedicated 3D Artist with 8 years of professional experience working on games, VR, desktop, console and mobile applications.
- Expert knowledge of Unity, and asset optimization for 3D mobile and VR applications, with broad expertise in technical and artist tasks.
- Strong artistic ability and knowledge of 3D art packages including 3ds Max, Maya, Substance Painter, Substance Designer, Zbrush, and Photoshop.
- Motivated and creative problem solver with an unending desire to improve and learn.

Work Experience

January 2023 to Present - Senior 3D Artist, Unity Technologies, Brighton, UK

I work closely with developers and designers on industry projects, digital twins, and games.

August 2018 to December 2022 - 3D Artist, Make Real Ltd, Brighton, UK / Remote Working

I worked closely with other artists and developers to make VR, AR, mobile and web-based content for leading market companies and original VR games such as *Loco Dojo: Unleashed*. I worked as a production environment artist and part of the R&D team, exploring emerging technologies.

I oversaw and managed the art pipeline, setting guidelines and processes, and creating tools. I created tutorials and written documentation for other artists to follow.

June 2017 to August 2018 - Junior Realtime Games Artist, REWIND, St. Albans, UK

I worked as a 3D artist on a range of applications, such as the VR games *Silicon Valley: Inside the Hacker Hostel* for HBO, *DHL Box Stacker Pro* for DHL, and *Curfew: Join the Race* for Sky.

I worked in Unity and Unreal, partnering with other artists and developers.

December 2016 to March 2017 - Freelance Artist, Make Real Ltd, Brighton, UK

I worked as a freelance artist on the VR game for Oculus Rift *Loco Dojo*.

June 2016 to July 2016 - Artist Intern, Sonedo Media, Remote Working

I worked as a 3D artist and concept artist for various mobile games.

Education

September 2013 to June 2016 - Bachelor of Arts Degree: Game Art Design (First Class)

De Montfort University, Leicester, England

August 2011 to July 2013 -

A-Levels in Fine Art, Computing, Media Studies, Photography

Long Road Sixth Form College, Cambridge, England

Skills & Software

- 3ds Max, Maya and Blender
- Adobe Photoshop, Illustrator and Animate
- Substance Painter
- Substance Designer

- Unreal Engine
- Unity
- Zbrush
- Effective communication and team working skills
- C#, Python, Maxscript programming knowledge.
- Confident with version control software - knowledge of Perforce and Git
- Proficient with time management software JIRA

Hobbies

- Dungeons & Dragons
- Video games
- Recreational strength training
- Hiking & backpacking
- Camping
- Photography
- Kayaking

References on request.