Jack Douglas-Deane

Portfolio: Artstation
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3D Environment Artist

About Me

During my 6+ years in the games industry I've cultivated extensive expertise as a 3D Environment Artist and modeller, helping teams of all sizes to achieve their vision no matter the deadline. My ability to quickly learn new software and workflows to suite the project allows me to hit the ground running, and has fostered a deep and varied skillset. I have significant experience in VR & AR development as well as a strong understanding of the Unity and Unreal game engines. I also maintain a high standard of knowledge in most creative principles and I'm able to independantly produce audio effects, music, edit videos and draw digital concept art.

Software

- Maya
- Zbrush
- Unity
- Unreal Engine
- Substance Suite
- Adobe Suite
- Photogrammetry Software
- Slack/Jira/Github
- Figma

Skills

- Hard surface / organic modelling
- High / low poly modelling
- Painting & Baking Textures
- Tilable Texture Creation
- UV mapping
- In-Engine level design
- In-Engine lighting, VFX & Post-FX
- Node-based shader coding
- UI design
- Audio FX creation
- C# Coding

Experience

Freelance 3D Artist - May 2022 - Present
I am a freelance 3D Artist specialising in 3D Environment Art with significant knowledge in both Unity and Unreal development. I have worked on a variety of projects in both traditional game dev, photogrammetry,VR, AR and even 3D printing. This has reflected in a broad and deep knowledge base and a proven ability to optimize workflows and performance for various platforms.

I excel both independantly and in team collaboration, effectively communicating with art directors and project managers to ensure the artistic vision is achieved. My ability to thrive under pressure, meet deadlines, and establish efficient pipelines underscores my versatility and value in the field.

3D Environment Artist at MelodyVR/Napster - Aug 2018-May 2022
Working in a small team to develop VR experiences that combine music and games. My main role was modelling, texturing and creating environments for our VR experiences.

Asset Creator for Cascadia Mod Team - April 2018-June 2018 - I worked with the Fallout 4: Cascaida mod team to create 3D assets for it's interpretation of post-fallout Seattle.

Education

- 2017 - BA (Hons) Games Art and Design, Norwich University of Arts
- 2013 - Foundation Art and Design (First), Sussex Coast College

Freelance Projects

Immersiv Entertainment- The Who VR Experience

I was commissioned to create a 4-minute VR experience based on "Pinball Wizard" for a multimedia exhibition celebrating The Who's work and life. The project required close collaboration with an art director and occasional programming support to develop a linear on-rails experience with engaging visuals perfectly synchronized to the soundtrack. Despite the constraints of limited time and resources, my goal was to deliver a visually captivating piece that would seamlessly integrate into the exhibition.

Leveraging my previous experience with on-rails VR games, I took the lead on level design, set-piece creation, and asset development. Working closely with the art director and project manager, I ensured that the final product captured the desired artistic elements and met the exhibition's vision. Utilizing Unity's Timeline Editor, I synchronized visual elements with the audio track and optimized performance for Quest headsets. My skills and expertise were crucial in completing the project on time, resulting in a highly successful and immersive addition to The Who's multimedia exhibition.

Digital Arts Hub: People of Hastings

My role at DAH's 'People of Hastings' project was to primarily to assist in 3D model clean-up proccess and create AR and 3D printing ready models . Individuals, families, community organisations and businesses were invited to the studio to be scanned (using photogrammetry assisted by the iPad Pro's LIDAR scanner). We then cleaned up the models and prepped them, either for mobile-ready AR use or for 3D printing.

OBX: Trinity Triangle Photogrammetry

The Trinity Triangle project aimed to create a 1-to-1 scale digital archive of a neighborhood, utilizing photogrammetry scanning to meticulously capture nearly 100 buildings. This digital archival effort was designed for both preservation and educational purposes, with an interactive AR version of the environment being developed for mobile in tandem. My role as Lead 3D Artist was to first create detailed documentation for a pipeline to ensure quality from scanning to final implementation. I was mainly involved in the optimising of scanned meshes and updating the main environment for AR as we proceeded.

Unnamed Project- Exhibition Visualisation

I was brought on to the project to create detailed 3D interiors from floor plans in order to visualise an exhibition concept inside a stadium. This was a multi-floor space and the client required high-accuracy architectural visualisation and rendered shots for the brief. In order to achieve this I communicated closely with the stadium management for the final product and rendered multi-storey visuals of the space in Maya.