

Experience

VFX Artist - The Chinese Room, Remote | May 2021 - Current

VFX Artist - Rare, Twycross | October 2017 - October 2020

After graduating I joined the Rare team in Twycross as a Junior VFX artist to work on Sea of Thieves just before it shipped. My main responsibilities consisted of texture creation, particle application in Cascade, optimizing and LOD work. Aswell as fixing any issues and bugs that arose around release.

I then worked on Everwild prior to its reboot, where I was responsible for VFX lookdev and RnD work, providing placeholder systems for design, and contributing towards various Everwild trailers, with both assets and inspriation for the outsource teams.

My additional responsibilities consisted of supporting more junior team members, and providing technical and artistic support when required to the technical art and vfx team on both projects, specifically Houdini and Niagara.

Junior FX TD - MPC, London | June 2016 - August 2016

I spent my 2nd year summer of University working at MPC in London on the film Passengers.

My time was predominantly spent with a team of fx artists working on a vacccuum sequence and some time working on sparks.

My main responsibilities were working on smoke/vapour/sparks simulation alongside the lighting and rendering of it for the final shots, using Maya(Fluids/Nparticles) , Renderman and Nuke for slap comps.

Software Proficiency

Unreal Engine - (Cascade/Niagara), Houdini, Photoshop, After Effects, Substance Designer, Maya, Nuke.

Productions

Passengers - Film - 2016 - MPC

Sea Of Thieves - Game - 2018 - Rare

Everwild - (Preproduction) - Game - Rare

Education

Visual Effects for Film and TV - BA - First Class Honours

University of Hertfordshire - 2014 - 2017