

# Archie Battley

FREELANCE 3D ARTIST

## Profile

I am a 3D Generalist and alumni from University of the Arts London, having received a First Class BA (Hons) Degree in 3D Computer Animation in 2023.

I have over 9 years' experience in using Adobe Creative Suite applications for design and video applications. I am also experienced with HTML, CSS and JS from my time as a web designer.

I have utilised a wide range of 3D & 2D production software during my studies as well as in my freelance professional career, including but not limited to: Maya, Blender, Substance 3D Painter, ZBrush, Marvelous Designer, Unreal Engine, Reality Capture & Quixel Bridge. I have been able to use these skills on my personal work, a collaborative music video project with my peers as well as in my current freelance projects.

Here is a link to my portfolio website [www.archiebattley.com](http://www.archiebattley.com) where you will see my showreel and a selection of my projects.

## Employment History

### SYSTEM BUILDER/ MAKETING ARTIST, Wired2Fire, Dorking

MARCH 2025 — PRESENT

- Building bespoke gaming computers for personal and business clients across the UK. Performing testing, troubleshooting, and repairs on custom-built systems
- Creating marketing materials including product photography, 3D modelling for campaigns, and print advertisements
- Assisted in producing digital content for social media and website campaigns
- Built machines and provided support for clients including Kings College and the British Army and game developers such as Wushu Studios, Stellar Entertainment and Supermassive Games

### FREELANCE 3D ARTIST / PHOTOGRAPHER / VIDEO EDITOR, Racecar New Media Services, Remote Position

SEPTEMBER 2020 — PRESENT

- Creating optimised 3D Assets for use on web view integrations. (From ideation to subdivision modelling & texturing)
- Developing an integrated high-performance product configurator with the google model viewer API JavaScript library
- Filming, Editing & Video Production of interviews
- Photography & Video for automotive & marine clients: Talacrest Classic Ferrari, Mission Prestige, Rocketeer Cars, Neil Bainbridge Engineering & Broadblue Catamarans

### FRONTEND DEVELOPER AND VIDEO PRODUCTION ASSISTANT, Racecar New Media Services, Shere

JUNE 2015 — SEPTEMBER 2020

- HTML and CSS Development for Webpage Styling and Responsive Content Presentation using Frameworks: Bootstrap 4 and React.js
- Website Graphics Design and Production for the Automotive Industry. Content management for mail campaigns and website stock editors.
- Film Editing/Video Production
- Improving Brand Identities and Social Media Presence for Clients
- Bespoke photography for classic automotive clients such as: Tim Samways Sporting & Historic Car Engineers, Shapecraft Classic Motor Bodies

## Details

Cranleigh, United Kingdom

07925723711

[archie@archiebattley.com](mailto:archie@archiebattley.com)

## Links

[archiebattley.com](http://archiebattley.com)

[LinkedIn](#)

[ArtStation](#)

## Skills

3D Modelling & Texturing

Blender, Maya, Zbrush, Substance 3D Painter, Forger, Nomad & Reality Capture

Concepting & Illustration

Adobe Creative Suite

HTML, CSS & JavaScript

Branding & Web Design

Photoshop, Illustrator & Premiere Pro

## Hobbies

Motorsports, Photography and Filming, Movies, Music, Drawing & Painting, Video Games, Cycling

## Education

**BA (Hons) 3D Computer Animation, University of the Arts London,  
London College of Communication, London**

OCTOBER 2020 — MAY 2023

Graduated with First Class Honours

**Godalming College, Godalming**

SEPTEMBER 2016 — JUNE 2018

Graphic Design A Level

IT Level 3 BTEC

Geography A Level

## Courses

**Duke of York Bronze Award, iDEA**

JANUARY 2018 — FEBRUARY 2018

## References

**Ross Bowdler from Racecar**

ross@racecar.com · 07776133268

**Sam Roe from University of the Arts London**

s.roe@lcc.arts.ac.uk

## Internships

**MOTION CAPTURE RUNNER (DAY WORK EXPERIENCE) at Target3D,  
London**

JULY 2023 — JULY 2023

- Assisting in Preparing Props for Motion Capture Using Markers
- Calibrating Props for Use in Motion Capture
- Aiding Talent in the Mocap Volume & Filming Reference Footage

**CONSOLE 3D ART DEPARTMENT SHADOW (DAY WORK EXPERIENCE) at  
Creative Assembly, Horsham**

JUNE 2023 — JUNE 2023

- Shadowing the 3D Art Department Team Leads
- Learning About Edge Flow and Topology
- Taught about subdivision modelling in Blender
- Reporting to the UK Secretary of State for Culture, Media, and Sport

