BAILEY MARTIN
TECHNICAL ARTIST

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Languages

- Python
- Maxscript / Max C++ SDK
- HLSL
- C++
- Qt / PySide
- Blueprints (Unreal)
- Node Based Materials
- C# / Javascript (Working Knowledge)

Skills

- Pipeline Development and Automation
- Shader Creation *(HLSL / Node Based)*
- Asset Management
- Procedural Asset Generation / Placement
- Content Profiling / Optimisation
- Tooling & Plugin Creation
- Environment Art / Lighting / Composition

Software

- 3DS Max
- Unreal Engine
- Substance Designer
- Houdini
- Substance Painter
- Perforce / Git
- Photoshop
- Proprietary Engines
- *Unity / City Engine (Working knowledge)*

Credits / Awards

2019 **Technical Art Award**

Ian Goodall - Grads In Games

Experience

2019 - Present: **Technical Artist** Codemasters / EA *[F1 Team]*

Formula 1 2021:

- Developed a tools framework for the F1 DCC pipeline, improving workflows across all art departments; Unified various discrepancies in existing pipelines, with the aim of creating a unified workflow for developers.
- Responsible for developing the Shader based procedural terrain and ground cover systems for next generation platforms, with back-end support from engineers.
- Various data management tasks such as, batch processing of internal and external data, custom data importers / exporters, and asset optimisation.
- Creation and refactor of various additional Shaders across the project.

Formula 1 2020:

- Creation of procedural tools and systems, for Environment, Vehicle, and Character art departments, in a range of DCC applications. Using a mix of Python / Maxscript and C++ SDKs.
- Developed custom Shaders for in house engine, along with optimisation of various existing shaders.
- Prototyping of new workflows and softwares for next generation and procedural workflows, as well as addressing possible issues in existing workflows.

Education

2016 - 2019 **Computer Games Art** *[BA Hons]*

Solent University

First-Class Honors

Noteworthy Modules:
- *Game Systems*
- *Advanced 3D*
- *Games Major Project*
- *Pre-production (industry)*

2014 - 2016 **Games Development** *[BTEC Level 3]*

Burton and South Derbyshire College

Distinction - Merit - Merit