



Bailey Martin

Technical Artist

- CONTACT -

Contact: Contact@Bailey3D.com

Portfolio: Bailey3D.com

- LANGUAGES -

General: **Python, C++**

Shaders: **HLSL / GLSL, Node Based**

Unreal : **Blueprint, Materials**

3DS Max: **MaxScript, C++ SDK**

Scripting: **PySide / Qt**

Working Knowledge: **C#, JavaScript**

- SKILLS -

Shader Programming

Art Pipeline Development

Tools Development

Content Profiling / Optimisation

Procedural Asset Generation

Data and Asset Management

- SOFTWARE -

3D: **3DS Max, Houdini**

2D: **Substance Painter,**

Substance Designer, PhotoShop

Source Control: **Git, Perforce**

Engines: **Unreal Engine, Unity**

Working Knowledge: **Blender, Maya,**
City Engine

- CREDITS -

Dead Island 2

(PC, PS4, PS5, Xbox One, Xbox Series X/S)

F1 2022

(PC, PS4, PS5, Xbox One, Xbox Series X/S)

F1 2021

(PC, PS4, PS5, Xbox One, Xbox Series X/S)

F1 2020

(PC, PS4, Xbox One)

- EXPERIENCE -

Deep Silver / Dambuster Studios (Dead Island)

Technical Artist, October 2021 - Present

- Took ownership of art tools and pipelines.
- Developed a tools framework for use across various DCC applications and projects.
- Created asset validation tools, and developed further on existing ones.
- Collaborated with art leads to integrate assets efficiently into the engine.
- Addressed various art-related performance issues.
- Data management, batch processing, and automation of various processes.

Electronic Arts / Codemasters (Formula 1)

Technical Artist, June 2019 - October 2021

- Implemented procedural terrain and ground cover systems for gen-9 platforms.
- Conducted R&D and prototyping for future F1 titles.
- Developed procedural tools for environment, vehicle, and character art.
- Data management, pipeline automation, batch processing of internal and external data, and asset optimization.
- Created and optimized HLSL shaders for the F1 engine.
- Unified various F1 art pipelines and departments.

- EDUCATION / AWARDS -

Computer Games Art (BA Hons) - [First-Class Honors]

Solent University, 2016 - 2019

Games Development (BTEC Level 3) - [Distinction - Merit - Merit]

Burton & South Derbyshire College, 2014 - 2016

Technical Art Award

Grads In Games / Ian Goodall - April 2019