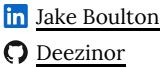




# Jake Boulton

3D Artist | XR Designer | Visualisation Specialist

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## Summary

Versatile and creative 3D Artist and XR Designer with experience in modelling, lighting, rendering, and spatial UX for both real-time and pre-rendered environments. Skilled in architectural visualisation, interactive design, and immersive storytelling. Proficient in industry-standard tools and engines.

## Experience

### Professional Development

September 2024 - Present

XR & 3D Designer | Architectural Visualiser

London, UK

XR Design & Development – Working on user experience in 3D spaces, immersive interactions, and spatial UI design for VR, AR, and MR applications.

Architectural Visualization (ArchViz) – Studying CGI lighting, composition, and photography to improve 3D visualization skills.

3D Software & Rendering

- Learning 3DS Max & Corona Renderer for architectural visualization and CGI rendering.
- Developing Unreal Engine skills, focusing on XR applications and real-time rendering.

Technical & Professional Growth

- Exploring human-centered design, spatial UX, and web development with React, TypeScript, and TailwindCSS.

### Felsted School

February 2021 - July 2021

Design & Technology Maternity Cover Teacher

Felsted, Essex, UK

<https://www.felsted.org/>

- Taught students aged 13–18 across GCSE and A-level curriculums.
- Led lessons combining creative and technical design thinking.

### FlexiGroup UK

August 2017 - March 2020

R&D Coordinator

Dunmow, UK

<https://www.flexigroupuk.com/>

- Designed and prototyped new products using CAD.
- Managed user testing and refinement of components.
- Improved production processes through iterative design.

### Power Construction Hertz Ltd

June 2016 - September 2023

Labourer

Dunmow, UK

## Skills

- **3D Modelling & Texturing:** Blender, 3ds Max, Substance Painter
- **Rendering:** Unreal Engine, Corona, V-Ray, Cycles
- **Real-Time Design & Development:** Unreal Engine, Unity, C#
- **UI/UX:** Spatial design, interaction design, user testing
- **Web Development:** React, TypeScript, TailwindCSS
- **Tools:** Photoshop, Illustrator, DaVinci Resolve, Git, Trello, SourceTree

## Awards

### Utility & Tools

September 2024

### Jury Prize Winner

March 2024

### Best Use of Technology

July 2024

### Runner's Up

Innovate UK Immersive Tech Awards

Digital Heritage 2024

XR Hack - Istanbul

2024

Recognized for a cutting-edge

<https://www.xrhack.com/>

<https://iuk.immersivetechnetwork.org/awards/>

immersive digital exhibition engaging young, international audiences with the history of the Great Bao'en Temple.

Part of the team behind the *Habibi* application in the Utility & Tools category.

Group member of *BeatBoxVR* in the Technical Innovation category.

<b>Education</b>		
<b>Goldsmiths, University of London</b>		<b>September 2023 – September 2024</b>
MA Virtual and Augmented Reality: 3D Graphics and User Experience		Master's Degree
Distinction (1st)		
<b>University of the West of England</b>		<b>September 2016 – May 2020</b>
Product Design Technology (Hons)		Undergraduate Degree
2:1		

<b>Projects</b>		
<b>Mon 58 House Associati</b>		<b>February 2025</b>
Interior Visualisation Project		
<ul style="list-style-type: none"> <li>Designed a photorealistic interior visualisation based on the Mon 58 House by Studiotamat, focusing on realism and composition for personal development. Responsible for all aspects of the project, including 3D modelling, material creation, lighting, rendering, and post-production.</li> <li>Tools: Blender, Substance Painter, DaVinci Resolve</li> </ul>		

<b>Caspian House</b>		<b>January 2025</b>
Interior Visualization Project		
<ul style="list-style-type: none"> <li>Created a high-fidelity interior visualization inspired of Caspian House, emphasizing realistic lighting, materials, and composition. Executed the full pipeline independently—from modelling and texturing to final post-production.</li> <li>Tools: Blender, Substance Painter, DaVinci Resolve</li> </ul>		

<b>Midnight at the Pagoda</b>		<b>May 2024 – July 2024</b>
Architectural Visualization & Heritage Exhibit – Focus: Photorealism, storytelling, VR		
<ul style="list-style-type: none"> <li>Designed and implemented interactive UX/UI for a digital heritage exhibition, showcasing historical environments in AR/VR.</li> <li>Focused on realistic texturing, lighting, and immersive scene creation to bring historical architecture to life. <i>(Best Use of Technology at Digital Heritage 2024)</i></li> <li>Tools: Unity, Blender, Photoshop, Substance Painter</li> </ul>		
VR, Digital Heritage, Museum, Competition, Award Winning, International Project		

<b>BeatBox VR</b>		<b>March 2023 – Ongoing</b>
Virtual Reality Drumming Experience – Focus: Real-time 3D environments, lighting, interaction design		
<ul style="list-style-type: none"> <li>Led UI/UX design for a real-time, interactive VR drumming simulation, ensuring smooth user interaction and immersive engagement.</li> <li>Designed and optimized 3D environments, lighting, and textures for performance in a real-time engine. <i>(Winner of Innovate UK Immersive Tech Awards)</i></li> </ul>		
VR, XR Design, Unity, Award winning, Education, Game		

<b>Habibi</b>		<b>September 2023</b>
Mixed Reality Communication Tool – Focus: Interactive UX, spatial design, real-time rendering		
<ul style="list-style-type: none"> <li>Designed the spatial UI/UX for a mixed reality platform facilitating real-time interaction and digital object sharing.</li> <li>Developed 3D interactive environments optimized for real-time performance and immersive user experiences.</li> <li>Helped to identify, troubleshoot, and resolve bugs, improving stability and user flow. <i>(Runner-Up in Utility &amp; Tools, XR Hack Istanbul 2024)</i></li> </ul>		
MR, Award winning, Utility, XR Design, Communication		

<b>Certifications</b>		
<b>Level 2 Ski Instructor</b>	<b>March 2021</b>	<b>Level 1 Hockey Coach</b>
CSIA		England Hockey
<a href="https://www.snowpro.com/en/">https://www.snowpro.com/en/</a>		<a href="https://www.englandhockey.co.uk/">https://www.englandhockey.co.uk/</a>
Certified under the Canadian Ski Association (CSIA).		

<b>References</b>		
<b>Shaun Peldger</b>	<b>Dave Franklin</b>	<b>Asha Eatson</b>
CEO of Alloy Fabweld & FlexiGroup UK	Foreman at Power Construction	Immersive Tech Network Lead
07967478655	07934 910240	<a href="mailto:asha.easton@iukbc.org.uk">asha.easton@iukbc.org.uk</a>
<a href="mailto:shaun@alloyfabweld.com">shaun@alloyfabweld.com</a>		