



FRASER HUTCHISON

> 3D ARTIST <

CONTACT INFO

 www.artstation.com/fraserhutchison

 Fraserjameshutchison@gmail.com

EXPERIENCE

SEGA HARDLight - 3D Artist

Leamington Spa - 08/20 - 09/20 2020

Two Point Hospital - PC/Console

- 3D Asset creation and optimization for multiple DLC packs for the games Console versions.
- Included poly reduction, updating skinned meshes and material/texture optimization for static and animated props, characters and terrains.
- New assets created for a future DLC pack, included both meshes and textures.

Excalibur Publishing - 3D Artist

Leamington Spa - 03/20 - 05/20 2020

Tracks - The Train Set Game - PC/Console

- 3D Asset creation for multiple DLC packs.
- Both meshes and textures were made for all assets and took advantage of Substance Painters procedural workflow.

Viewpoint Games Ltd - 3D Artist

Leamington Spa - 01/20 - 02/20 2020

*Slammer VR - VR

- 3D asset/environment creation for an unannounced VR title.
- Lighting for multiple scenes using both baked and real-time lights making use of Light probes for the playable area.
- Optimisation was mainly done in engine with plugins such as Mesh Baker to hit performance requirements for VR headsets.

EDUCATION

Bachelor's Degree - Games Arts

Warwickshire College Group
Leamington Spa

2018 - 2021 *Current Education*

Level 3 Extended Diploma in Art & Design - Games Art

Warwickshire College Group
Leamington Spa

2016 - 2018

 Distinction Star*

SKILLS

- Ability to adapt quickly to new technologies and pipelines.
- Able to troubleshoot problems effectively and produce solutions.
- Good interpersonal skills.
- Ability to create interesting, detailed and visually appealing assets.
- An eye for asset management and organization.

SOFTWARE

- 3DS MAX
- Blender
- Substance Painter
- Photoshop
- Zbrush
- Unity
- Unreal Engine

Feel free to contact me regarding any more information using my details provided.

