



# FRASER HUTCHISON

## TECHNICAL ARTIST


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### CONTACT

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 [fraserh.dev](https://fraserh.dev)

 [LinkedIn](#)

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### EDUCATION

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**Bachelor's Degree - Games Art & Design**  
2018 - 2021

**Extended Diploma in Games Art & Design**  
2016 - 2018

**Warwickshire College Group**  
Leamington Spa

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### SKILLS

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- Quickly adapt to new technologies and pipelines while staying up to date with industry trends.
- Effectively troubleshoot complex problems and deliver practical solutions.
- Work independently and manage priorities across multiple teams.

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

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### EXPERIENCE

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**SEGA HARDLight - Technical Artist**

Leamington Spa - 02/2022 - present

***Sonic Dream Team***

***Sonic Forces Speed Battle***

***Sonic Dash***

- Worked on all aspects of the graphics pipeline, including optimization, shaders, rendering, VFX, animation, and tools.
- Led technical discussions with Unity to tackle challenges and find solutions. Particularly around shader memory and variant management. Along with project audits and management of projects.
- Collaborated with teams across the studio to bring their creative vision to life while maintaining strong performance.
- Managed and maintained documentation for projects and workflows.
- Delivered presentations and talks to the Art team, teaching technical processes and enhancing overall understanding.



**Frontier Developments - 3D Artist**

Cambridge - 07/2021 - 02/2022

***F1 Manager 2022***

- 3D Asset creation for environment and props.
  - Collaborated with the Art Director to develop brand imagery and design for the headquarters of all 10 F1 teams.
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