




FRASER HUTCHISON

TECHNICAL ARTIST

CONTACT

 fraserh.dev

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ABOUT ME

Experienced Technical Artist with a genuine passion for how games are made, not just playing them. Focused on streamlining workflows and developing tools that make game creation easier and more fun for teams to bring their visions to life.

SKILLS

- Quick to pick up new technologies and pipelines, and always keeping up with the latest industry trends.
- Great at tackling tough problems and finding practical solutions, no matter how tricky the task.
- Comfortable working independently and balancing priorities across teams.

EDUCATION

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

Extended Diploma in Games Art & Design
2016 - 2018

Warwickshire College Group
Leamington Spa

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

EXPERIENCE



SEGA HARDLight - Technical Artist
Leamington Spa - 02/2022 - 2025

Sonic Dream Team
Sonic Forces Speed Battle
Sonic Dash

- Worked on all aspects of the graphics pipeline, including optimization, shaders, rendering, VFX, animation, project planning 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 reviews.
- Worked closely with the Chief Engineer and other team leads to solve problems and manage work.
- 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.