DANIEL JONES Senior CGI Artist

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PERSONAL STATEMENT

My expertise spans the full CGI pipeline, from 3D modelling and texturing to lighting, rendering, and post-production. Using tools such as 3ds Max, Corona, and Photoshop. I excel in managing diverse portfolios and maintaining direct communication with clients and company directors. I also work closely with designers, marketing teams, and manufacturers to produce visuals that not only communicate layout and functionality, but also evoke lifestyle and aspiration. With a strong eye for detail, a passion for design storytelling, and a commitment to quality.

CREATIVE

VISUALISATION Expertise in offline rendering and real time 3D visualization workflows. Proficient in software tools such as 3ds Max, Corona, Substance Suite, Unreal Engine and Unity which I leverage to produce concept imagery, visual targets, and production assets.

POST PRODUCTION Regular user of Adobe Photoshop, After Effects, and Fusion to enhance and aid the production workflow.

WEBGL AND OPTIMIZATIONS Full understanding and utilization of low poly work flow and asset creation to ensure fast running times with any applications.

CODE Using Python to enhance and optimize work flows alongside AI, creating scripts amd executables for software such as Photoshop and Substance Painter

MANAGEMENT

DATA MANAGEMENT Work closely with developers to create data sets and sheets in order to smoothly integrate products within online visualization software.

PROJECT MANAGEMENT I work with clients to negotiate timelines and working conditions to ensure a quick and constructive turn around of work.

FINANCIAL Tracking project financials, issuing change orders and providing analysis

PROBLEM SOLVING Proven track record of finding creative solutions to technical problems.

COMMUNICATION Through clear communication, direction, and conflict resolution skills, I pride myself on developing and maintaining good relationships with my colleagues and clients.

EXPERIENCE

ONFIGR LTD	Asset Creation Manager	2024 - Present	**PIKCELLS LTD**	Senior 3D Artist	2018 - 2023

EDUCATION

UNIVERSITY OF HUDDERSFIELD	Computer Games Design and Programming - BA (Hons)	2014-2019
LEEDS TECHNOLOGY COLLEGE	Computer Games Design - Distinction	2012-2014

CLIENTS

AWARDS