Brett Doyle

3D Artist, 20 years old

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Summary

Art has always been an interest of mine, especially digital 3D art. I've devoted much of the last 4 years to studying 3D modelling, and have learnt and experimented with many 3D tools. Digital sculpting is what I most enjoy. Throughout I've worked at improving both my artistic and technical ability, inspired by artists such as Simon Stålenhag, Olly Moss, and Pascal Blanché. I always liked learning new creative/technical skills, I've learnt a few programming languages and web design, which I've used to make my own website. I spend my spare time drawing, coding, or reading.

I was home-schooled and my knowledge of 3D, coding, and web design is mainly self-taught. Additionally, I've done several online courses in programming. In 2017-2018 I studied with CG Spectrum where I learnt ZBrush sculpting, and greatly improved my skills in modelling and texturing.

Skills

- Modelling
- Sculpting
- Retopology
- UV Mapping
- Texturing (PBR)
- Lighting & Shading

Software Experience

- Maya (intermediate)
- 3DS Max (intermediate)
- Arnold (intermediate)
- ZBrush (intermediate)
- Substance Painter (advanced)
- Photoshop (intermediate)
- Affinity Photo (advanced)

I also have experience using Mari, Marvelous Designer, and Unreal Engine 4.

Programming Experience

- Python (basic)
- JavaScript (advanced), Node (intermediate)
- HTML & CSS (intermediate)

Education

Diploma of Advanced 3D Modelling — *Graduated November 2018*
CG Spectrum, College of Digital Art & Animation.

Principles of Computing (Parts 1 & 2) — *Completed March 2016*
Rice University on Coursera.

Intro to Interactive Programming in Python (Parts 1 & 2) — *Completed December 2015*
Rice University on Coursera.

English (A*), Mathematics (A*), and Physics (A*) IGCSE — *June 2015*
Written at Oak Heights School.