Jerome Lim
Technical Artist

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I am a Technical Artist who enjoys learning new things and applying myself to the challenges required. I strive to consistently produce quality assets on schedule and within technical constraints, have good rapport with my team members and grow confidently as an artist.

- Unreal Engine 4 and Unity VFX, Shaders and animation setup
- C# Editor tools for Unity workflow enhancement
- Python tool creation for Maya
- Undertook a Specialist Diploma from Nanyang Poly to upskill in Houdini
- Proficient in High and Low poly modeling in Autodesk Maya and Zbrush
- Efficient UV Unwrapping and Texturing in Maya, Mari & Photoshop.
- Keen interest in traditional art and sculpting
- Enjoys learning new ways of approaching design problems, be it new software or workflow optimisation.

Employment

2018- Present   **Virtually Live Singapore**

Technical Artist
Ghost Racing: Formula E

Creation of C# Editor Tools for Unity to improve workflows
Runtime C# scripts for procedural asset setup/animation
Creation of Export and Validation Python tools from Maya to Unity
Documentation of implemented workflow, tools, and art assets optimization strategies
Technical support for the artists
Adhoc Art tasks when required

2015 - 2018   **Bandai Namco Studios Singapore**

Technical Artist
Ace Combat 7

Worked on the Mechanic Team which was responsible for Aircraft & Vehicles
Responsible for migrating legacy asset data to new engine
Hardsurface Rigging and Animation for vehicle parts and weapon bays
Cockpit instruments animation data export and animation setup
Export and setup for aircraft destruction parts, VFX sockets
Responsible for VR Pilot Rigging and animation setup
Maya Python Export pipeline tools to UE4
In engine implementation & troubleshooting

2014 - 2015   **Bandai Namco Studios Singapore**

Digital Artist

Created assets for various projects inhouse and in collaboration with HQ

Tekken 7 - Background Character Art
Godeater – Weapons and Costume Modeling
Super Smash Brothers - Character Modeling
Star Wars Battlepod – UI and VFX

2009 - 2013   **LucasArts Singapore**

Asset Artist

Contributed to the successful showing of Star Wars 1313 at E3 2012 through environment work & character art. Worked on a variety of projects and art styles from cartoony to next gen realism. Transitioned smoothly into multiple pipelines and game engines. I made it a challenge to myself to find ways to automate repetitive tasks through scripts and share them with the team.

Star Wars 1313 – Environment & Character Art
Unannounced Social Project – Environment Art, Creatures
Unannounced Project – 2D Animation & Cleanup
Star Wars The Force Unleashed 2 NDS – Environment Art
Star Wars The Force Unleashed 2 Endor DLC – Environment Art
Star Wars The Clone Wars (TV Animation) – Prop & Environment Art
Star Wars & Indiana Jones Xbox Live Avatars – Character Art (From concept to final packaging for Xbox Live)

2009   **Asset Creation Jedi Masters Program**
          Lucasfilm Animation Singapore

Asset Creation Apprentice

Underwent intensive training by artists from ILM and Lucasfilm Animation. Modeled and textured environment assets for The Clone Wars.

Education

2018   **Nanyang Polytechnic**

Specialist Diploma in Visual Effects (Part Time)
Studied Procedural workflows utilising SideFX Houdini.

2007 - 2008   **3dsense Media School**

Diploma in Digital Visual Effects and Animation
(Modelling & Games Specialisation)

Proficiency in Maya, Zbrush, Combustion & Photoshop.
Strong foundation art skills and raised self expectations for work produced.

2002 - 2005   **Temasek Polytechnic**

Diploma in Interactive Media Design (Specialised in Animation)

Explored the areas of animation, video and multimedia, culminating in a 2D/3D animated short. 3d Studio Max 6, Flash & After Effects.