KIERAN BOWSHER

3rd Year Games Technology Student at the University of West England

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kieranbow | kieranbow.github.io | artstation.com/kieran_bow | sketchfab.com/Kieran_Bowsher

SKILLS

Programming

C++ | HLSL | C# | Python | HTML | CSS | JSON

3D Modelling

Substance Painter | Substance Designer | Blender | ZBrush | Maya | 3D Studio Max | Quixel Mixer

Platforms

Unreal Engine | Unity | Panda3D | Git

Libraries

DirectX 11 | Assimp | stb_image

ACHIEVEMENTS

Tiga Award
Nominated by the university for the Tiga's Outstanding Graduate Award.

Degree show
Work produced for coursework was showcased in the Degree show hosted by the university.

REFERENCES

Ref 1
ref-1

ABOUT ME

I am a self taught and experienced shader/graphic programmer with 6 years experience in asset creation including 3D modeling and texturing. My programming experience and knowledge are mainly linked with areas like rendering and engine programming which has given me deep understanding of rendering for real-time applications. I have also had experience working on a cohort wide commercial game project consisting of 40+ people.

EXPERIENCE

Summer Internship | University Of West England

Jun 2022 – now | Bristol, England

- Continuation in a dissertation project which explores using a neural network to evaluate densities for volumetric rendering.

EDUCATION

Games Technology (BSc) | University of West England

Sep 2019 – July 2022 | Bristol, England

- WIP

BTEC In Extended Diploma In IT | Coleg Sir Gar

Sep 2016 – June 2018 | Llanelli, Wales

- distinction (D)

PROJECTS

Neural Volume Representation for Volumetric Rendering |

Sep 2021 – May 2022

- Dissertation project which explores using a neural network to evaluate densities for volumetric rendering instead of sampling 3D textures.

Multi-Threaded CPU Ray-Tracing |

Feb 2022 – Apr 2022

- Exploration into CPU based Ray-Tracing. Features developed include: Bounding Volume Hierarchy, Multi-Threading, Cook-Torrance BRDF, Atmospheric lighting, Reflections, custom mesh and texture loading.

Clay Appearance |

Dec 2021 – Feb 2022

- Project explores replicating the appearance of clay using a Multi-Layered BRDF for Physically Based Rendering. Standard Physically Based Rendering shader were developed for comparison.