Nick Gunn

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Employment

Lead Artist
University of New South Wales 3D Visualisation Aesthetics Lab
March 2019 - January 2022

Production

- Coordinating artists, engineers, and external partners in the development of a creatively and technically ambitious project.
- Maintaining backlog, schedules, crew sheets and documentation
- Establishing and tracking milestones, features and content
- Facilitating cross-departmental collaboration and pipeline development

Art Direction

- Close collaboration with the Project Director and Artists
- Working with scientists to develop a novel art style for realtime biomolecular animation.
- Creating concept art, renders, reference libraries and style guides
- Preparing review sessions, presentations and detailed feedback
- Supporting Artists creatively and technically

Technical Art

- Developing shaders and VFX
- Advanced lighting and rendering
- Developing Artist tools in Unity and Houdini
- Profiling and optimisation in Unity

VR Producer
Paper Moose
October 2016 - February 2019

Production

- Leading development of small VR projects and prototypes
- Establishing, mentoring and supporting a small, tightly-coordinated development team
- Developing and executing schedules for tightly budgeted, short-cycle projects

3D Art

- Developing prop and environment assets in Blender and Houdini
- Assembling, lighting and art directing scenes in Unity

<u>Unity Development</u>

- Developing project architectures and pipelines
- Scripting gameplay interactions in C#

Freelance Multimedia Editor
May 2012 - October 2016

<u>Composition and Sound Design</u>

- Creating original music and sound for clients including Disney, Subaru and Qantas
- Mixing and mastering audio for digital and film
- Expertise in Ableton Live and Pro Tools

<u>Video Editing and Motion Graphics</u>

- Content production for web and cinema advertising
- Expertise in Adobe Premiere and After Effects

Content Producer
nineMSN
January 2010 - January 2012

- Maintaining a database of film and television reviews and schedules
- Writing critical pieces for publication
- Editing internal and external writers.

Education

Bachelor of Arts in Communication (Writing and New Media)

University of Technology, Sydney

2006 - 2009

Received Outstanding Achievement Award for the highest GPA in graduating cohort

Bachelor of Design in Architecture and Interaction

University of Sydney

2014 - 2018

References

Dr. John McGhee
Director
UNSW 3DVAL
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Dr. Rowan Hughes
Senior Software Engineer
Unity Technologies
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