

Nick Gunn

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Education:

Bachelor of Design in Architecture

2014 - 2018

University of Sydney

University of California, Berkeley

Bachelor of Arts (Writing and New Media)

2007 - 2010

University of Technology, Sydney

Employment

Lead Artist

UNSW 3D Visualisation Lab

Mar 2019 - Jan 2022

- **Leadership**
Leading an art team of three on a multi-year project, maintaining backlogs, schedules and crew sheets. Assessing dependencies and priorities, establishing milestones and assigning tasks according to staff capacity. Managing an external audio team and subcontractors.
- **Pipeline Development**
Working closely with technical specialists to develop a pipeline integrating art assets into a Houdini simulation, then bringing together data and generated assets for rendering in Unity. Designing and documenting interfaces for artist use. Repo management and maintenance.
- **Profiling and Optimisation**
Measuring performance of novel simulation tech in Unity, establishing constraints and finding optimisations in-engine.
- **Tech Art**
Developing shaders and VFX. Extensively researching lighting and rendering techniques. Developing and documenting tools for artist use. Rigging and procedural animation.
- **Art Direction**
Collecting references, creating concept art, renders and style guides. Collaborative development of a novel style for rendering molecular bodies in real-time. Giving feedback and leading iterative production. Assembling and managing in-engine scenes.

- 3D Art
Modelling and texturing assets using ZBrush, Maya, Houdini and Substance.
- Unity Development
Using Unity's built-in systems and C# scripting to develop interactions including project sequencing; gamepad, VR and touch controls; UI and audio.

Tech Artist

Oct 2016 - Feb 2019

Paper Moose

- Project Management
Leading a team of three on an in-house project for the Oculus Go. Pitch development and funding applications for VR projects.
- 3D Art
Developing props and environment assets in Blender, Houdini and Photoshop. Assembling scenes in Unity.
- Unity Development
Systems and C# scripting. Updating and providing support for projects produced by outside contractors. Developing pitch prototypes.

Multimedia Producer

May 2012 - Jan 2015

Paper Moose

- Audio Editing
Creating original music and sound design in Ableton Live and Pro Tools. Mixing and mastering for digital and film.
- Video Editing and Motion Graphics
Premiere Pro and After Effects.
- Graphic Design
Document production using InDesign, Illustrator and Photoshop.

Content Producer

Jan 2010 - Jan 2012

nineMSN

- CMS
Maintaining a database of film and television reviews, schedules and other data.
- Film and Television Reviews
Writing critical pieces for publication. Editing internal and external writers.

Awards and Extracurricular

3D Artist, Designer

2017

Drive Safe, Honey!

- Co-creator of independently developed multiplayer racing game prototype.
- Developing art style and 3D assets.
- Developing rapid-iteration parametric track design tool.
- Designing levels and car mechanics.

Recipient of UCB Exchange Scholarship

2016

- Offered a scholarship and stipend to study for a semester at the Architecture department of the *University of California, Berkeley*.

Noel Chettle Memorial Art Prize

2015

- Artistic work selected for a yearly exhibition.

Recipient of the UTS Outstanding Achievement Award

2010

- Received award for the highest GPA in graduating cohort.

Editor

2007

Vertigo

- One of five editors elected to publish the UTS student magazine in 2007.
- Took a lead role in image editing, layout and printing.