

Oliver Giddings

Technical Artist

Contact

Phone

+86 132 6178 2897

Location

Beijing, China

Immigration / VISA Status

Dual Citizen UK and Taiwan

Email

olivergiddings2017@gmail.com

ArtStation

[olivergiddings.artstation.com](https://www.artstation.com/olivergiddings)

Showreel

<https://youtu.be/oGH19lhBnNO>

Skills

Model

- 3DsMax/Maya/Blender
- Zbrush

Texture

- Substance Painter
- Substance Designer

Code

- C#
- C++
- HLSL
- PYTHON

Game Engine

- Unreal Engine
- Unity

Version Control

- Tortoise SVN

Collaboration


- Jira
- Slack

Language

- Mandarin(Native)
- English(Professional for work)


Education

Sep 2016 — Jul 2019
Malaysia

 **Bachelor of Arts (HONS) in Games Art Development**
Limkokwing University of Creative Technology

Work Experience

Aug 2019 — Current
Beijing, China


 **Technical Artist**
[Vanimals](#)

(As intern between 2018 Dec to 2019 Mar)

- Create shaders in **HLSL/ShaderGraph/ASE** for Unity.
- Create game-ready models including environment and character in **3DsMax/Zbrush**.
- Create VFX in Unity.
- Create tools in **C#** for Unity, **MaxScript/Python** for 3DsMax.
- Create **level art and light baking**, and implement it with tools and shaders.

Project Experience

Aug 2019 — Current
Beijing, China

 **Technical Artist**
Vanimals - [Undying](#)


- Start from the concept stage to finally ship on Steam.
- Create **shaders, models, vfx, level art, tools**.
- Work with engineers to **optimize the game for Nintendo Switch**.

Nov 2022 — Jun 2024
Beijing, China

 **Technical Artist**
Vanimals - [Talker's Tale](#)

- Start from concept to it's early access on Steam.
- Create shaders in **HLSL/ASE** for UI and environments.
- **Optimize** 2D assets.

Jul 2022 — Dec 2022
Beijing, China

 **Technical Artist / Art Lead**
Vanimals - Unannounced VR Demo


- Create **shaders, models, vfx, level art, terrains, tools**.
- Create **level art** from block out, model to implement.
- Work with engineers to optimize the game for Quest 2.

Other Experience

Feb 2018
Kuala Lumpur, Malaysia

 **Global Game Jam**
Level Up Inc

Oct 2018
Kuala Lumpur, Malaysia

 **SEA Game Jam**
Level Up Inc


Dec 2022
ShangHai, China

 [Hundred Technical Artist Program](#) - Light and Baking in Unity
Video tutorial series

Mar 2024
QingDao, China

 [Bard Songs](#) - Lead 3D Artist (Remote)
Bard Songs (Miniature Projectt)

Apr 2024
Sheridan, WY

 [Master of Realms](#) - Environment Artist (Freelance)
The Master Forge (Game + Miniature)