joshua deakin

CG Technical Artist

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I am a recent Bournemouth University graduate having finished my studies in Computer Visualisation and Animation. At University I learned to combine creative and technical skills, creating computer graphics through programming and mathematics. At the same time I also gained a strong generalist foundation in the wider CG pipeline while using industry standard software.

Using code to draw fascinates me, as I place a high value in experimentation. I am interested in exploring generative art, data representation, geometry and pattern. In particular my inspirations include experimental abstraction in art and animation of the early 20th Century.

I am currently looking to continue to develop my technical and creative abilities in an innovative and rewarding environment.

TECHNICAL SKILLS

Coding	C#, Python, C++, OpenGL, Processing, git, MEL, bash, html+css
Software	Maya, Unity, Blender, Photoshop, Nuke, Mari, Sony Vegas

PROJECTS

3D Voronoi Generator - “Voronoi Toast”
Generates 3D Voronoi cell meshes by sampling 2D slices.
C#, Unity Implementation, Processing Prototype.

Isometric puzzle game prototype - "Unfold"
Programming, Scripting, Research and Development.
C# and Unity.

Shape Fracture Tool - "Honeycomb"
Plugin to create visually appealing tessellations.
Maya Python.

Static Website Generator - "Bang"
Designed a basic scripting language, processor, and minimalist markup language.
Python.

Voronoi cube puzzle game - "Tangram 3D"
(Programming group project)
Voro++ wrapper, OBJ file converter, git management.
C++, NGL graphics library for OpenGL.

N-dimensional Hypercube Visualization
Allows each axis to be translated and collapsed.
Processing demo.

EDUCATION

2012-2015
Bournemouth University
Computer Visualisation and Animation
BA (Hons)
Classification: 2:1

2011-2012
Brighton City College
BTEC Foundation Diploma
Art and Design

2009-2011
Worthing College, A-level
Graphic Communication (A)
Fine Art (B)

2004-2009
Angmering School, GCSE
Art and Design (A*)
Design and Technology (A*)
(All grades A* - B)