

JAIME M. DA CUNHA

TECHNICAL ARTIST

Warwick, UK (Available for relocation within UK)
I love creating useable tools that make artist lives easier so they can achieve their artistic goals.

PROFILE

I am currently working as a Technical Artist at Atomhawk Advance. I graduated from Westminster University with a 2:1 in Computer Games Development, and prior to University I went to college for Computer Games Development. I am highly invested in gaming, and I have a great deal of knowledge of producing high quality and efficient code, models, animations and the skills and knowledge built up during this time have enabled me to have strong communication, interpersonal and organizational skills. I also have a background in photography where composition, lighting, shadows all come in play to make the perfect picture which then follows through to the artwork in games.

Released Games I've worked on:

Crusader Kings 3 on Console – Tech Art
Grid Legends – Oculus VR

CONTACT

WEBSITE:

www.jayme.co.uk

EMAIL:

JayMDaCunha@hotmail.com

PHONE:

Contact via Email first, thank you.

HOBBIES

Hockey (Ice Skating)
Photography
Gaming

SKILLS

C#, Unreal Blueprints, MAXScript, Material Shaders, Tools, Optimization, Box modelling, Sculpting, Retopology, UV-Unwrapping, Texturing, Character Rigging.

Software: Unreal Engine, Unity, Blender, 3dsMAX, Perforce, Git, Photoshop, Substance Designer, Lightroom, Microsoft Office.

Keen eye in Photography.

WORK EXPERIENCE

Atomhawk Advance – Jr. Tech Art (R&D and Tools) Dec '22 - Present

Developing the standard of internal pipelines and tools. Tools for in game and in editor. R&D and innovation within the Technical Art space. Communicate effectively between art and code, providing guidelines, best practices, and documentation for workflows

Lab42 a Sumo Digital Studio – Jr. Tech Art April '21– Dec '22

Collaborate with the team on technical solutions to deliver the art vision and drive the visual fidelity of the game. Help define and meet in-game asset budgets and optimise levels, meshes, materials, lighting, post-processes and VFX. Proactively use knowledge and experience to identify & solve problems before they affect the development team. Communicate effectively between art and code, providing guidelines, best practices, and documentation for workflows.

JBCommunications – Generalist Tech Art (Marketing) Apr '19 – Apr '21

Programming game mechanics, tools & shaders. Set up testing and delivery process & thorough Q&A testing on delivered projects. Optimizing game assets and levels. Modelling efficient topology focused on clean UVs for texturing and light-mapping.

Self-Employed – Photography 4th Aug '17, 2nd Dec '18

Capturing photos of and taking all aspects of Photography into consideration, including outside lighting, shadows, and lens requirements. Edit and pre-edit images to ensure they are of high quality and properly colour corrected.

University of Westminster, London, UK Sept '14 – July '18

BSc Hons Computer Games Dev. Upper Class Second Class (2:1)

South Thames College, London, UK Sept '12 – June '14

BTEC National Extended Diploma Level 3 in Game Dev. (MMP)

Cardinal Wiseman High School, London, UK Sept '07 – June '12

GCSE'S (6 A*- C GCSE's, Math's(C)English(B)Science(B))

RELEVANT EXPERIENCE

Best Game Award Winner University of Westminster Game Jam 2018(2 days). – Level Artist/Team Leader/3D Modeler – Unity – A collect 'em all game, about a robot who can detach his head.

Participant Brains Eden Game Jam 2018(2 days). Level Artist/Team Leader/3D Modeler. Unity – 2 Player head-to-head try to complete building items while you try to stop each other.

Participant Graz, Austria to London International Student Hackathon (2 days). Level Artist/Team Leader/3D Modeler and Bug fixer. Unity – Diner Dash where you must collect ingredients and give it to the customers.

REFERENCES ARE AVAILABLE ON REQUEST