Jaime M. Da Cunha
Technical Artist

Manchester, UK (Remote preferred and prioritised, open to relocation)

PROFILE

7 years of Technical Art experience, can be a generalist but would prefer to focus on Tools and R&D work. I love to tinker and share.

Graduated with a 2:1 in Computer Games Development at Westminster University, and Computer Games Development in College. I've always wanted to be in the gaming industry. With a strong 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.

CREDITED TITLES:
Vampire: The Masquerade - Bloodlines 2 – Consoles and PC
Crusader Kings 3 – Gen 4 and 5 Console
Texas Chainsaw Massacre PC & Consoles
Grid Legends – Oculus VR

CONTACT

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Please contact via email first.

HOBBIES

Inline & Ice Skating, Bouldering, Drawing, Photography and Gaming

SKILLS

Tooling – Workflow and Pipeline
Material Shaders – Environment and UI
Scripting & Programming
Optimisation – Varied Systems
Documentation – Workflow, Upskilling, Guidelines
Learning & Mentoring – Internal and External skill sharing

LANGUAGES

English, Unreal Blueprints, C# , C++, MaxScript, Python

REFERENCES ARE AVAILABLE ON REQUEST

WORK EXPERIENCE

Senior Tech Art (R&D & Tools) - Atomhawk Advance   Dec '22 – Nov '25
- Collaborate and take lead with client and external colleagues around the world to effectively act on the commitments and needs of the project.
- Developing the standard of internal pipelines and tools. R&D and innovation within the Technical Art space through documentation implementation
- Collaborate with the team on technical solutions to deliver the art vision and drive the visual fidelity of the game
- Mentoring and running workshops for Tech Art team and other disciplines.
- And the responsibilities below

Junior Technical Artist - Lab42   April '21– Dec '22
- 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.

Generalist Tech Art in Marketing - JBCommunications   Apr '19 – Apr '21
- Programming game mechanics, tools & shaders.
- Optimizing game assets and levels
- Modelling efficient topology focused on clean UVs for texturing and light-mapping.
- Set up testing and delivery process & thorough Q&A testing on delivered projects.

EDUCATION

University of Westminster   Sept '14 – July '18
BSc Hons Computer Games Dev. Upper Class Second Class (2:1)

South Thames College   Sept '12 – June '14
BTEC National Extended Diploma Level 3 in Game Development (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
Team Leader/Level Artist /3D Modeler

Participant
Brains Eden Game Jam 2018
Team Leader/ Level Artist /3D Modeler

Participant
Graz, Austria to London International Student Hackathon
Team Leader/ Level Artist /3D Modeler and Bug fixer

Inline street skating community in Manchester
Leading – Maintaining social cohesion, taking charge of routes and events
Promoting & running events – Social media, outreach both online and offline
Community - Safety and upkeep, both online and offline