

PROFILE

With 4 years of game development experience and another 2 years in Tech Art in Marketing. 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. 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.

Credited in:

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

WEBSITE:

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EMAIL:

JayMDaCunha@hotmail.com

PHONE:

Contact via Email first, thank you.

HOBBIES

Inline & Ice Skating

Hiking

Bouldering

Photography

Gaming

SKILLS

C#, Unreal Blueprints, MAXScript, Houdini, Python, Material Shaders, Engine 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.

REFERENCES ARE AVAILABLE ON REQUEST

Jaime M. Da Cunha

Technical Artist

Manchester, UK (Remote preferred but willing to Relocation within the UK)

WORK EXPERIENCE

Atomhawk Advance – Remote, UK - Snr. Tech Art (R&D & Tools) Dec '22 – Nov '25

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

Lab42 – Warwick, UK 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 – London, UK 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

Aug '17 - 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.