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| w.j.c.stead@gmail.com | William Stead | (+44) 7398 170920 |
| <https://www.willstoodios.co.uk/>   |  |  |  |  |  | | --- | --- | --- | --- | --- | | PROFILE | | | | | | Experienced 3D Artist and Unity Developer with 12 years of expertise working in gaming and educational sectors, specializing in creating realistic, stylised and interactive 3D and VR environments. I have a proven track record of delivering high-quality work under tight deadlines in fast-paced environments, having contributed to 14 commercial game releases, 10 of which I served as Lead Artist. After spearheading the VR department to increase company revenue in my current position, I currently oversee two VR training projects for the Ministry of Defence, handling the full 3D and VR pipeline, including coding game mechanics, mentoring artists, optimising workflows, and managing budgets and deadlines.  My expertise lies in creating low-poly, realistic environments from minimal reference materials and optimizing scripts for seamless game performance. I am passionate about delivering high-quality, interactive 3D and VR experiences that captivate users regardless of technological resources. | | | | | | KEY SOFTWARE |  | | KEY SKILLS | | | | * Autodesk 3Ds Max * ZBrush * Maya * Blender * Adobe Substance Painter * Photoshop * Unity * Unreal * V-Ray * Arnold Renderer * Animate * Mixamo * OBS * Premier Pro |  | | * **3D & VR Modelling:** 12+ years of creating optimized 3D and VR environments and assets from minimal reference material using Autodesk 3DS Max, Maya, Blender, and ZBrush. * **Texturing**: Expertise in UV mapping, PBR workflows, and creating photorealistic, stylized and tile-able textures with Substance Painter and Photoshop. * **Programming & Game Engine Integration:** Proficient in incorporating game assets and environments, setting up materials and shaders in Unity or Unreal Engine, and creating interactive programming scripts and UX/UI designs, with skills in C#, C++, Python, Java, JavaScript, and Three.js. * **Lighting & Rendering:** Advanced techniques in lighting and rendering using V-Ray and Arnold Renderer for both stylized and photorealistic scenes. * **Optimisation:** Specialised in optimising models for performance, including tri count reduction, poly flow optimization, and efficient texel use. * **Project Pipeline Management:** Development of full project pipelines, including concept creation, modelling, texturing, lighting, rendering, and client demonstrations. * **Leadership & Mentoring:** Proven ability to lead teams, optimize workflows, and mentor junior artists, ensuring high-quality deliverables. | | | | PROGRAMMING LANGUAGES: |  | | | * C# * C++ * Java * Java Script * Lua * Phyton * Bash * Three.js |  | | | **3D Media Developer**  V2X Professional Services |  | *07/2022 - Current* | | | | | | **KEY ACHIEVEMENTS:**  Spearheaded the VR department and led client projects from 3D design through to Unity integration, increasing company revenue substantially. |  | * Creating educational interactive VR and 3D training environments and experiences for clients to train employees in a safe, virtual setting before encountering hazardous real-world situations. * Managing the entire creative pipeline by modelling and texturing realistic low-poly 3D environments and assets, baking, lighting, optimizing shaders, developing and scripting new game mechanics, budgeting and managing deadlines as well as critiquing assets for quality assurance. * Providing mentorship to fellow artists through workshops and detailed documentation on best practices, style guides, and development tutorials. * Discussing and planning with clients through all aspects of development as well as demonstrating and showcasing new lessons and applications to the company and potential new customers. | | | | | |  |  |  | | | | | | **Lead 3D Artist** Just Trains London LTD |  | *03/2018 – 07/2022* | | | | | | **KEY ACHIEVEMENTS:**  Boosted product quality and customer satisfaction by developing optimized scripts and texturing techniques for photorealism with low polycounts, contributing to increased company revenue |  | * Key contributor to 14 commercial game releases, being the Lead Artist in 10 releases. * Creating low-poly, photoreal 3D environments and assets from minimal reference, as well as baking, texturing, lighting, optimising and exporting models to a bespoke game engine to create coherent and realistic environments. * Leading a team of in-house and remote artists, mentoring junior artists, managing deadlines, delegating tasks, and ensuring quality standards. Developed ROIs and product proposals with detailed timelines and pricing. * Programming and developing scripts for new, realistic, interactive game mechanics. | | | | | |  |  |  | | | | | | 3D Generalist  Livelink Technology |  | *09/2016 – 03/2018* | | | | | | **KEY ACHIEVEMENTS:** Improving customer satisfaction by developing automation scripts, allowing for greater product turnover. |  | * Creating photorealistic 3D models of client products, developed scripts for automation, and handled compositing for real-time render previews. * Working across 3D, 2D, and development teams, and collaborated closely with clients like ASDA and Walmart to meet expectations. | | | | | | EDUCATION: |  |  | | | | | | MSc Computer Sciences  York University | | | | BA (Hons) Computer Generated Imagery  Solent University | | | | | |