JAY ABBOTT

SENIOR CHARACTER ARTIST

BRISBANE, AUSTRALIA

WORK EXPERIENCE

SENIOR CHARACTER ARTIST
Hungry Huntsman, February 2023 - Present

SENIOR CHARACTER ARTIST
Freelance, February 2022 – January 2023

SENIOR CHARACTER/TECH ARTIST
Cold Kettle, April 2020 - November 2021

SENIOR CHARACTER ARTIST
Gameloft, November 2017 - February 2020

CHARACTER ARTIST
Gameloft, October 2014 - September 2016

2D/3D ARTIST
Freelance, January 2013 – September 2014

2D/3D ARTIST
EA, April 2008 – November 2012

EDUCATION

Diploma of Screen in Maya
Academy of Interactive Entertainment, 2005

Certificate IV in Computer Games and Design
Academy of Interactive Entertainment, 2004

Bachelor of Applied Science in
Environmental Design
University of Canberra, 2003

ASSET PRODUCTION

- Engaged in all aspects of the creative games pipeline, developing characters and assets with various styles and artistic objectives.
- Sculpted/modelled high resolution character base meshes, clothing sets, weapons and accessories, utilising a range of organic and hard surface techniques.
- Retopologised and UV unwrapped characters and assets to accommodate a range of in-game polycount and technical targets (Mobile, Handheld, PC/Console), including the reappropriation of meshes for LOD or marketing purposes.
- Baked and produced textures using PBR and NPR workflows for use in-game and marketing (in-engine or rendered).
- Utilised both hair cards and stylized sculpted hair into character workflows.
- Set up and configured assets in-engine, including the creation of custom materials, lighting and animation.
- Rendered and lit high fidelity assets in-engine or via external rendering packages for marketing material, providing additional sculpting/effects/touch-ups where necessary.
- Rigged, skinned and animated characters/props for use in-game, cinematics or marketing utilising custom built rigs, basic FK/IK systems and blend shapes.
- Collaborated with production and other discipline leads to plan character art tasks and handover objectives to ensure a smooth trajectory of project timelines.
- Provided support and feedback to both junior team members and external contractors, co-ordinating and prioritising tasks to align with project timelines.

LOOK DEVELOPMENT

- Worked both autonomously, and in conjunction with directors and stakeholders, to explore and establish overall art direction pillars and benchmarks, presented in-engine or as mockup renders.
- Provided conceptual work in the early stages of pre-production/prototyping for characters, props and environmental assets in various styles, exploring options both in 3D and 2D.
- Assisted the concept team in production with the visualisation of alternative options for characters, props and environmental assets or ad hoc design changes.

TECHNICAL PROFICIENCY

- Collaborated with project leads to pinpoint technical and visual limitations and develop creative solutions to enhance the quality of art assets.
- Assisted in the development of effective pipelines for accurate implementation of artistic and technical objectives in-game, including fully customisable and modular character assets.
- Researched and kept up to date with the latest industry trends, and advancements in game development, to incorporate innovative techniques to optimise and improve the art assets in-game.
- Created and maintained documentation for art pipelines and tools, based on industry best practices and findings.
- Built custom locomotion, controller and behaviour systems to facilitate player/AI movement and mechanics.

SOFTWARE PROFICIENCY

- Maxxon ZBrush
- Autodesk Maya
- Substance Painter
- Adobe Photoshop
- Marmoset Toolbag
- Unreal Engine
- Unity Engine
- Autodesk Arnold
- Marvellous Designer
- The Foundry Mari
- Tortoise SVN
- GitHub
- Atlassian Jira