

# DAN HARGREAVES

# 3D ARTIST

<http://www.danhargreaves.com/>

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## SUMMARY

I'm a highly motivated and passionate individual who's always looking to push myself artistically and technically within a studio environment.

## EXPERIENCE

### UBISOFT REFLECTIONS

AUG 2014 – PRESENT

- Collaborated with a level designer to take art ownership of the Turtle Bay district from start to finish
- Worked with level designers whitebox to create unique, interesting and fun play spaces within Turtle Bay
- Engage closely with leads, art directors and narrative to insure a cohesive and compelling environment
- Created and maintained car template system to improve workflow for other artists and level designers
- Produce a selection of 3D assets and textures adhering to PBR workflow and technical requirements

### TOM CLANCY'S THE DIVISION

JNR. ENVIRONMENT ARTIST

### PLAYGROUND GAMES

MAY 2014 – AUG 2014

- Finalised the creation and cleaned up the terrain from the multiple outsourcing teams
- Worked with technical artists to insure the terrain had minimum impact on performance
- Involved in optimisation and debugging

### FORZA HORIZON 2

3D GENERALIST

## EDUCATION

### DE MONTFORT UNIVERSITY

2011 - 2014

### BA(HONS) GAME ART DESIGN

FIRST CLASS WITH HONOURS

## AWARDS

### CRYTEK & THE BRITISH LIBRARY

2013

### "OFF THE MAP" COMPETITION

WON 1ST PLACE

## SKILLS

- Hard Surface Modelling
- Sculpting
- Lowpoly Modelling
- Unwrapping
- PBR Texturing
- Procedural Texturing
- Lighting
- Level Dressing

## SOFTWARE

- 3DS Max
- Photoshop
- Zbrush
- Substance Designer
- Substance Painter
- Topogun
- XNormal
- CryENGINE
- UDK