

Scott Rafferty
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PERSONAL SUMMARY

A motivated and passionate 3D Artist with a knack of quickly understanding a projects mission, vision and values. Proven ability to develop high quality, realistic assets and renders as well as having a solid understanding of game art and processes. Possessing the artistic expertise and technical ability required to work closely with designers to create visually stimulating content. Also having extensive knowledge of everything related to 3D computer graphics.

CAREER HISTORY

Freelance

1. *PRODUCT AND ARCHITECTURAL VISUALIZATION CONSULTANT – JULY 2019 – Present.*
Liaising and consulting with market researchers and a national furniture manufacturer on new trends in the visualization sector for both product and archviz rendering. Offering solutions, Suggesting new platforms and trends in the market to develop interactive applications and websites. Maximising brand awareness, Targeting furniture retailers and new clientele such as architects and designers.
2. *3D ARTIST – June 2019 – Present.*
Working closely with designers from a large international sportswear brand to develop 3D models suitable for web Augmented Reality using the latest formats (Specifically Pixar's "USDZ" and Apple's "AR Quick Look").
 1. Duties:
 - Developing high quality 3D models accurate in scale and proportion.
 - Ensuring that all material is compliant with company standards.
 - Producing visuals in format suitable for web rendering.
 - Creating accurate materials and shading in PBR.
 - Liaising with instructional designers to ensure correct implementation of assets.
 - Making sure assets are compliant with health and safety standards and practices.

PERSONAL EXPERIENCE

- Able to work under pressure to meet deadlines.
- Environment modelling and texturing.
- Possessing creative thinking to come up with innovative designs.
- Can clearly communicate technical data to non technical colleagues.
- Organized, goal and detailed oriented.

ACADEMIC QUALIFICATIONS

- Glasgow Caledonian University 2018 – Present.
 - **Bsc (Hons) Computer Games (Art & Animation).**
- Fife College 2016 – 2018.
 - **HNC/HND Computer Animation.**
 - **Grade: A/A**

PROFESSIONAL EXPERIENCE

Artistic competencies:

- Intermediate to Advanced experience with Maya, Blender, Zbrush and the Allegorithmic suite.
- Able to design & develop assets for multiple game engines including Unreal Engine and Unity.
- Experience in the Adobe suite including After Effects, Photoshop and Premiere.
- Up to date with the latest 3D trends and cutting edge technology.
- In depth understanding of gamedev workflows and pipelines.

References – Available on request