

# Scott Rafferty

## 3D visualization artist

Dunfermline

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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 create visually stimulating content. Also has a passion for consuming knowledge of everything related to 3D computer graphics.

## Work Experience

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### 3D VISUAL ARTIST

Render Studio - Aberdour

July 2020 to August 2020

As a 3D intern at Render Studio my duties included working with client briefs to produce shots ranging from product visualization for bottles, cans and packaging to architecture visualization shots for commercial and residential projects.

### PRODUCT AND ARCHITECTURAL VISUALIZATION CONSULTANT

Freelance

July 2019 to August 2019

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.

### 3D ARTIST

Freelance

June 2019 to August 2019

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.

## Education

### BSc (Hons) Computer Games Art & Animation

Glasgow Caledonian University - Glasgow

September 2018 to May 2020

## Skills

- 3ds MAX (2 years)
- Maya (3 year)
- Unity (2 years)
- Unreal Engine (3 year)

<http://www.scottrafferty.co.uk>