

Information:

Name: Jeff Hatton
Date of Birth: 08/03/1989
Current Residence: Zagreb, Croatia (Nationality British)
Degree: 2:1 Bachelor 3D Digital Animation
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Summary:

Versatile and enthusiastic 3D Artist, with multi-platform games development experience and a passion for high quality work, plus a keen interest in pipelines and workflow solutions.

I have been working in the industry as a 3D artist in AAA games for over 8 years. My primary skills revolve around modelling and texturing, and I also have strong experience with large scale production.

I am dedicated, hard-working, whilst always eager to learn and share knowledge. I enjoy collaborating with like-minded people, learning and teaching new skills and techniques whilst developing fun, impressive experiences.

Education:

2007-2010: The University of Hertfordshire,
BA 3D Digital Animation (2:1)
2005-2007: The Henry Box School, Witney, Oxfordshire
3 A-Levels in Product Design, Art & English
1 A/S-Level in ICT

Employment:

Technical Artist at LionGameLion (November 2017 - Present)

-Using the Unreal Engine mainly working on weapon + character customisers, blueprint setups for their mechanics, animation, UI and systems throughout the concept and pre-production phases of an unannounced project.

Senior LEGO Technical Artist (July 2014 - November 2017)

-At senior level I played a much larger role in team management and support, sharing skills and expertise whilst overlooking challenging areas of the games such as the 'TagItem' vehicle customiser pipeline for *LEGO: Dimensions*

LEGO model artist at Ttgames (Nov 2012 - July 2014)

-My developed role saw me contribute heavily to the creation and development of high quality assets, including different pipeline methods and support.

Junior LEGO model artist at Ttgames (Nov 2010 - Nov 2012)

-Working as a junior artist within an initially small, talented team.

Projects:

15 Released game credits:

RAID: WWII (2017), LEGO Marvel Superheroes 2 (2017), LEGO Worlds (2017), LEGO Marvel Avengers (2016), LEGO Dimensions (2015/16/17), LEGO Batman 3: Beyond Gotham (2014), LEGO: Fusion (2014), The LEGO Movie Videogame (2014), LEGO The Hobbit (2014), LEGO Marvel Super Heroes (2013), LEGO Batman 2: DC Super Heroes (2012), LEGO The Lord of the Rings (2012), LEGO Harry Potter: Years 5-7 (2011), LEGO Pirates of the Caribbean: The Video Game (2011), LEGO Star Wars III: The Clone Wars (2011)

1 LEGO Film release:

Lego Batman: The Movie - DC Super Heroes Unite (2013)

Skillset:

- Low & highpoly modelling
- Maya scripting
- Game engines
- Editing
- Texturing & PBR workflow
- Rigging
- HTML/CSS/WIKI
- Knowledge of all Major OS's

Software:

- Autodesk Maya
- Substance Painter
- MEL + python script
- Xnormal, Unfold3D
- Pixelogic Zbrush
- Unreal Engine
- Adobe Photoshop
- 3DS Max
- Adobe Premiere

Personal:

Apart from creating digital art, my interests mainly lie in music. I am an avid listener, collector and creator of all kinds of music, more recently creating my own. I enjoy travelling, learning about different cultures, language and food whilst exploring. I also enjoy playing airsoft, as well as videogames in my spare time.

Documents:

- Valid UK Passport
- Valid Irish Passport

- Full UK Driving Liscence