

About Me

I am a Melbourne-based 3D Artist with a background in Art & Animation from the Academy of Interactive Entertainment, and over six years of self-directed practice across hard surface modelling, environment art, texturing and real-time rendering. My work spans game-ready asset creation, full environment builds and PBR material workflows, with a strong focus on visual accuracy, game optimisation and adherence to technical pipelines.

Skillset

3D Art & Design

Hard Surface Modelling	PBR Texturing & Materials
SubD Modelling	High/Low Poly Modelling
Baking (High to Low Poly)	Branding
Rendering	Logo Design
UV Unwrapping	Typography
Compositing	

UX/UI Design

Desktop research	Personas
1 on 1 Interviews	Customer Journey Maps
Guerilla Interviews	Storyboarding
Surveys	User Flow
Ideation Workshop	Wireframing
Affinity Mapping	Prototyping
Empathy Mapping	User Testing

Tools

Figma	Substance Painter
Photoshop	After Effects
Illustrator	Media Encoder
InDesign	Zbrush
Maya	Marvelous Designer
Renderman	Unity
Unreal Engine	

Education

Academy Xi March - June 2022
UX/UI Design Transform

Academy of Interactive Entertainment 2016 - 2018
Art & Animation

Portfolio Projects

Cosy Room

Personal Project

- Designed and built a complete real-time interior environment in Unreal Engine 5, modelling every prop individually with game optimisation as a primary constraint
- Applied strict poly budget management, maximising visual detail without exceeding performance thresholds
- Created PBR materials using Substance Painter and Quixel Mixer, with cloth and soft furnishing assets produced in Marvelous Designer
- Managed full UV pipeline including unwrapping, baking high-to-low poly, and lightmapping within UE5

Kingsley Express

Personal Project

- Built an architecturally detailed luxury train carriage environment entirely in Unreal Engine 4, targeting real-time rendering performance
- Developed a moodboard and colour palette to establish visual consistency, blocking out the full interior in UE4 before asset creation
- Modelled all hard surface props and furniture assets in Maya, with cloth elements produced in Marvelous Designer
- Maintained consistent texture and material standards across the full asset library throughout the build

Japanese Alley Vertical Slice

Personal Project

- Created a detailed vertical slice of a Japanese alley environment, curating a comprehensive prop list from real-world references
- Modelled all architectural and environmental assets in Maya, with emphasis on individual component accuracy and faithful recreation from reference
- Applied UV mapping and texturing with a focus on weathering, material layering and surface detail

Still Life

Personal Project

- Challenged hard surface and organic modelling capabilities by replicating a photographic reference scene across multiple object types
- Utilised SubD modelling in Maya with full UV unwrap, combining Quixel textures and custom Photoshop edits for material accuracy
- Rendered transparent and reflective materials using Pixar's Renderman to achieve photorealistic output

Work History

Art & Design Freelancing

2018 - Present

3D Modeller & Graphic Designer

- Delivered freelance 3D modelling, texturing and rendering across a range of personal and client-facing projects
- Provided logo design, branding, illustration and print design services to independent clients

Programmed Skilled

2023 - Present

Resourcing Specialist

- End-to-end recruitment and candidate management in a high-volume, fast-paced agency environment