EH

EDEN HAMILTON

3D Artist

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ABOUT ME

I'm a 3D Artist with a real love for game design, especially when it comes to 3D modelling and level design. Ever since I was a kid, I've been hooked on the incredible worlds and adventures that games can take us on. That fascination has fuelled my drive to get better at bringing those virtual realms to life through art.

WORK EXPERIENCE

3D ARTIST/DESIGNER

Vantec Europe Limited   **2022 - Present**

In my final 3 months of University I started working part-time at Vantec, an auto parts logistics company, which I started working at full-time once I had finished University.

Here I was the lead artist, working on various projects designed to advance and modernise the company using technology. The main project was an Immersive forklift simulator that uses 3 projectors and an actual forklift body/rig to train new operators. In the simulation you can drive around the same warehouse that I work at, loading or unloading parts.

Working here at Vantec has allowed me to vastly expand and refine my skills and teamwork. I've greatly improved my topology, optimisation, UV mapping and texturing skills. As well as learning how to make models that are well optimised for VR games.

MY EDUCATION

COLLEGE

East Sussex College   **2017 - 2019**

After finding an interest in game design at school, I made the choice to pursue a level 3 game design course at college. The experience proved rewarding as I achieved a triple distinction and acquired basic 3D modelling skills.

UNIVERSITY

University of Portsmouth   **2019 - 2022**

At University I furthered my knowledge of game design, particularly in modelling effectively and to a professional standard, how the games industry operates and how to operate well within game development team including with the other 3D modellers.

I finished University with an upper second class degree.

SOFTWARE

- **Blender**
- **Substance Painter**
- **Unreal Engine**
- **Unity3D**
- **Adobe Photoshop**
- **Autodesk 3DS Max/Maya**

SKILLS

- Realistic & Stylised 3D Modelling
- 3D Character Modelling
- Retopology
- Texturing
- UV Mapping
- Lighting & Post-Processing
- Creating Procedural Textures
- Level Design
- 2D sprite animation
- Pixel art

LANGUAGES

English   **100%**

French   **80%**