



Gareth Knight

CONTACT

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SUMMARY

Creative 3D Generalist skilled in crafting visually stunning animations and models. Specialises in diverse 3D software and techniques, delivering high-quality assets for games, films, and virtual reality. Strong background in collaborative projects, driving innovation and enhancing visual storytelling. Brings unique blend of technical expertise and artistic vision to elevate any project.

SKILLS

- Houdini / 3Ds Max /Blender
- Unity / Unreal
- Substance Suite
- Procedural modeling
- 3D modelling
- Rendering & Lighting
- Asset optimization
- 3D visualisation
- User Experience
- Visual storytelling
- Problem-solving skills
- Team leadership
- Time management
- Project coordination

EXPERIENCE

3D Generalist Freelance

02/2017 - Current

- Collaborated with Red Chain Games to create modular USS Enterprise assets, implementing a procedural workflow for console design and modular room layouts, facilitating future room construction.
- Developed a procedural harbour tool for DTM Global, leveraging Houdini Engine for Unity to generate 3D environments from OSM and LiDAR data, ensuring compatibility with existing manual structures.
- Worked alongside Qinetiq as a Lead Technical Artist to develop multiple VR experiences. A feasibility training application for the A400M Aircraft, a design showcase for an electric powered Humvee and QTSL's Mobility Test Rig vehicle and an anti drone technology showcase amongst others.
- Working with Viion as the Lead Technical Artist, I helped create a procedural workflow for a mining safety trainer, the environment was fully dynamic, rock walls, equipment, machinery and signage would degrade depending on user choices.

Senior 3D Artist Real Visual

02/2014 - 02/2017

- Working alongside a larger team I helped deliver a solution to the Royal Navy Submariner training school. After this project, I took another role of Technical Pre-Sales artist, where I would help create prototype pieces for sales pitches or R&D.
- Optimised 3D models for virtual reality applications, ensuring compatibility and enhancing user experience.
- Managed deadlines to deliver finalised functional and aesthetic materials on time.
- Developed comprehensive 3D models and textures for various video game projects, enhancing visual fidelity and player immersion.

3D Artist DTM Global

09/2007 - 02/2014

- Developed 3D assets and environments for bridge simulators and recognition trainers using 3Ds Max, a proprietary engine, and Unity, contributing to enhanced training simulations.

EDUCATION

BSc: Multimedia Systems

Liverpool John Moores, 01/2007

WEBSITES, PORTFOLIOS AND PROFILES

www.gjknight.com

HOBBIES AND INTERESTS

- The Outdoors with my family
- Woodwork
- Film / Gaming
- Guitar