

ELLIOTT PACEL
07412532143, ea.pacel@gmail.com
www.elliottpacel.co.uk

PERSONAL STATEMENT

I am an enthusiastic and hardworking individual, with a great passion for both art and video games. My desire and determination for success is something that not only drives me but also motivates others to make the most out of any project. I thrive under pressure, something that is aided by my great communication, organisation and problem solving skills.

Sharing of work and knowledge, I believe, is vital to a successful work environment, which is why in my personal time I try to keep up to date with current industry pipelines as well as learning new skills and techniques which I can then use to further help my colleagues.

The importance of teamwork and ability to adapt is critical in producing the best final product. Something I am experiencing in my current position as a Junior Technical Artist.

As I feel it does currently, I believe my motivation, commitment and enthusiasm will positively impact any future projects I'm involved in.

TECHNICAL SKILLS

Autodesk 3D Studio Max High/Low-Poly Modelling creating engine ready assets. Including UV Unwrapping, High-Low Texture Baking, as well as rigging and some basic animation.

Scripting Python, Maxscript and Visual scripting (UE4 Blueprint, Snowdrop) experience.

Engines Snowdrop, Unreal Engine 4, Marmoset Toolbag to create diverse environments and experiences.

Adobe Creative Cloud Suite Primarily Photoshop but with experience in Illustrator, Premier Pro, After Effects.

Pixologic ZBrush Used in creating high poly assets.

Allegorithmic Substance Suite Both Painter and Designer for creating generic and unique textures as well as baking.

Microsoft Office, Confluence, Perforce

EDUCATION & QUALIFICATIONS

BA (HONS) GAME ART DESIGN - De Montfort University Leicester (Sep 2012 to Jun 2015)

1st Degree Honours

Accredited by Skillset, Game Art Design at De Montfort University was the first industry accredited game art design course in England. The course is split into three major modules: Game Production, Visual Design and Critical Game Studies.

Game Production covers the practical development of in-game content by exploring character, environment and vehicle design, including industry standard 3D modelling, mapping, materials, rigging and dynamic effects.

Visual Design develops fundamental industry skills such as good drawing and painting, an understanding of anatomy, an appreciation of form, composition and colour theory, using a range of traditional and digital tools and techniques.

Critical Game Studies explores games, popular culture, film, art, technology and the games industry with a unique blend of guest lectures, seminars and social networking.

BTEC EXTENDED DIPLOMA IN ART AND DESIGN - Peterborough Regional College (Sep 2010 to Jun 2012)

Distinction, Distinction, Distinction.

This was essentially a practical course giving me the opportunity to experiment and experience a range of art and design disciplines; giving me the opportunity to develop my skills both digitally and traditionally.

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GCSEs - Abbey College Ramsey (Sep 2009 to Jun 2010)

Art and Design (**A**), Graphic Design (**A**), Physics (**A**), Business Studies Btec (**Distinction**), English Language (**B**), Maths (**B**), Biology (**B**), Chemistry (**B**), Statistics (**C**).

WORK HISTORY

JUNIOR TECHNICAL ARTIST AT REFLECTIONS UBISOFT - (Apr 2016 to Present)

Working to find technical solutions for artist production problems and creating training documentation for new and existing pipelines.

TRAINEE TECHNICAL ARTIST AT REFLECTIONS UBISOFT - (Jun 2015 to Mar 2016)

Majority time spent as part of the UI team. Taking artist's work and realising them in the engine use a node based editor. As well as working with World team profiling and optimising environments.

GAME ART BRAND AMBASSADOR AT DE MONTFORT UNIVERSITY - (Jan 2015 to Jun 2015)

Promoting DMU by talking to prospective students, parents, teachers and careers advisers to share their experiences about the university. Supporting the External Relations Department in achieving its external marketing strategy objectives through involvement in activities designed to promote the recruitment of students to DMU.

CUSTOMER SERVICES ASSISTANT AT ANGLIA CO-OPERATIVE FOOD - (Jul 2011 to Dec 2012)

CREW MEMBER AT MCDONALDS - (Dec 2010 to Nov 2011)

INTERESTS & HOBBIES

I am lucky enough to be working in a job that combines my hobbies of art, technology and games. When I'm not immersed in the latest RPG or re-living retro classics I find myself either furthering my fundamental art and design skills or researching into both historical and newly developed techniques. I find great pleasure in applying my research and skills when doing small commissioned pieces for both family and friends, whether it is traditional or digital. Alongside this I try to support my education in doing personal projects. Examples of this, found on my portfolio, would be my master foliage shader built in Unreal Engine 4.

REFERENCES

Christopher Wright
Visual Design Lecturer and Personal Tutor
De Montfort University
cwright@dmu.ac.uk

Michael Powell
Course Leader
De Montfort University
mlp@dmu.ac.uk