Gareth Sibson

Environment Artist &
C++ Programmer

+44 07914271611 📞
Leicester, United Kingdom 📍
www.precisiongaming.co.uk 🌐
www.linkedin.com/in/gareth-sibson 🔗
PrecisionGamingContact@Gmail.com ✉
www.artstation.com/precisiongaming 🔗

Professional Profile

A Conscientious and passionate games developer. Strong conceptualization skills and a keen eye to ensure all projects exceed expectations. Prepared for agile team structures by years of comprehensive customer service. Pressure tested by the stresses of entrepreneurship. A team player but capable of self motivation. Proactively seeking out new challenges. The confidence to try new ways of doing things, but the willingness to accept when an approach is ineffective. A belief in unorthodox thinking facilitates ingenuity. Possessing the meticulous and driven mindset needed to keep pace with a dynamic industry.

Experience

For the past six months I have been learning C++. I did so, to improve one of my products. In C++ format the product has no virtual machine overhead as it can be read by the target machine in its native language. The plugin also reuses many functions to remove repetition. The code was consolidated and refactored. I have since expanded its capabilities to further differentiate it from its previous blueprint incarnation.

I developed three UE4 visual script IOS games. The first was targeted towards the platforms largest demographic, middle aged female gamers who enjoy puzzles. This title was also an experiment in visual communication, meant to convey game mechanics without the need for written language. My objective was to reach a larger audience by making it accessible to non-english speakers. The second game was targeted towards the next largest player base, children. This was my most successful project, as I found an overlap in the two top demographics. The visual style and score based game-play appealed to both groups. The last game was an ambitious project which merged sprite based gameplay with pre-rendered cutscenes. I included an expansive story and many varied levels. Despite providing the best value for money, it never rose to the success of the previous titles.

Over the course of three months I wrote the horror book "Nasula Frequency". The book is available on amazon. The process helped me develop my communication skills. It proved worthwhile when dealing with customer support requests.

For the past two years I have been experimenting with new virtual reality technologies, in search of new and exciting ways to interact with games. I am now developing a new character model deformation system to better simulate damage. The first game tool that I made, was a blueprint system for rope simulation. It featured runtime cutting and mesh customization. I needed it for a project. After searching online, I realized that nothing on the market fulfilled the requirements. I made the system for my own project but rather than keep it to myself, I instead chose to monetize it. I released the product with approximately seventy models. I did so to give more options for customization. I then began work on a Christmas themed asset pack. I released it on to the UE4 store at the appropriate time. It featured a number of models, sprites and blueprints. I needed to learn new hard surface modeling techniques to finish some of the content.

All the while, I have been adding to my Artstation portfolio to expand my capabilities as an artist. During a recent sculpt for my portfolio, I learned about the supraorbital foramen that helps to give the face more structure around the eyes.

Skills

- **Over Six years of UE4 experience.**
- UE4 and Maya materials, including translucent shaders. Recently altered workflow to conform with **PBR materials** using **Albedo maps**.
- **Model making** (both low poly and high poly), **UV mapping** and **texturing**.
- **C++ knowledge** within the scope of UE4 applications.
- **Model optimisation** (retopology, improvements to materials and map editing).
- **Model rigging** (including bipeds/quadrupeds).
- **Animating** models with/without **morph targets**.
- **Sprite creation** (from photographs, digital drawings and 3D conversion)
- Extensive knowledge of **Zbrush, Maya** and **Visual Studios.**
- **3ds Max, Xnormal, Gimp, Resolve, Blender** and **Photoshop proficient.**
- Oculus Rift VR games development.
- Customer support and making tutorial documentation.

Qualifications

- AAT Accounting (Level 2) – Pass
- Art and Design: Ceramics (A-Level) – A
- Biology (A-Level) - B
- Chemistry (A-Level) – C
- English (GCSE) - C
- Math (GCSE) - C