

KIERAN ROWAN



bearworx3d.ca



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Fenwood, SK, Canada

SKILLS

- Hard-Surface Modeling
- Clothing Modeling
- Physically Based Rendering (PBR) and Shading
- Texturing and UV Mapping
- Texturing with Trim sheets
- Rigging
- Sculpting and Retopology
- Materials and Shaders
- Photogrammetry
- Animation
- Game Asset Implementation
- Model Development
- Extensive knowledge of mechanical functionality
- Attention To Detail
- Goal Oriented
- Complex Problem-Solving
- Time Management

PORTFOLIO

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PROFESSIONAL SUMMARY

I am a creative 3D artist with half a decade of experience working with multiple workflows and disciplines.

Highly proficient using industry standard software, and game engines. In addition to this, I have extensive experience translating real world objects into tangible 3D models.

I am an organized and diligent individual with extensive knowledge in the field of model and image design, as well as highly optimized game assets.

EARTH 2 - 3D MODELLER (GENERALIST)

Fenwood, SK, Canada • 05/2023 - 07/2024

TRANSPERFECT - 3D MODELLER

Fenwood, SK, Canada • 06/2023 - Current

PORTFOLIO PROJECTS - 3D MODELLER

Fenwood, SK, Canada • 01/2019 - Current

- Completed 3D Models and Environments, exercising my skills in modelling, sculpting, texturing, rendering, simulation, photogrammetry, rigging, and animation.
- While working on portfolio and commercial projects, I sourced photo reference in addition to technical specifications to supplement concept art for each model and scene.
- Produced dust, smoke, and particle simulations along with other CG effects in Blender and Unreal Engine 5.

SOFTWARE PROFICIENCY

- Blender 3D
- Substance 3D Painter
- Unreal Engine 5
- Unity
- ZBrush
- Marmoset Toolbag
- Marvelous Designer
- Adobe Photoshop
- Quixel Mixer
- Affinity Photo
- Krita
- Agosoft Metashape
- Meshroom
- Speedtree
- Rizom UV
- Reality Capture

EDUCATION

Self-Taught 3D Artist - Fenwood, SK