

Kieran Rowan

3D Artist

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Portfolio | bearworx3d.ca

Summary

Mid to Senior 3D Hard Surface Artist with over 6 years experience crafting engaging, AAA, game ready vehicles and weapons for games under direction from art lead.

Provided modeling services for freelance clients, effectively scheduling and completing projects ranging from 3D models to custom 2D texture maps, animations and environments.

Expert in game ready hard surface art, and a wide range of styles from realistic to stylized.

Work Experience

3D Generalist, Texture Artist

Self Employed | Freelance at BearworX3D | Jan 2019 - Current | Canada, Remote

- Created projects adhering to AAA game standards with optimized topology, and UV layouts, detailed texture maps,
- Worked with clients constructively applying feedback, delivering work within project deadlines.
- Produced animations for personal, documentary and trailer purposes.
- Continually learning new industry software, tools, and techniques in modelling, texturing, and game engine workflows in Unreal Engine, and Unity.
- Optimized my workflows increasing productivity 15% to 25% per project.

Middle 3D Artist Hard Surface

Earth 2 | July 2023 - May 2024 | Canada, Remote

- Collaborated with game developers and concepts artists under the art director creating vehicles, buildings, weapons, and character assets to meet the game requirements.
- Work in a remote team, revising work in line with feedback from the team leads, brainstormed in team meetings.
- Contributed to assets styles, while working within team deadlines.

Skills

3D Hard Surface Modeling | 3D Generalist | Physically Based Rendering (PBR) and Shading | Weapon Modelling | Vehicle Modelling | Texturing (Procedural) (PBR) | Realistic | Stylized | UV layout | Rigging, Animation, Sculpting, Retopology, Baking, Shading, Knowledge of mechanical functionality, Creative, Problem-Solving, Time management, Troubleshooting, Remote Work

Software Proficiency

Blender | Adobe Substance 3D Painter (Pt) | Unreal Engine 5 | Zbrush | Unity | Adobe Photoshop (Ps) | Plasticity (CAD) | Marvelous Designer | DaVinci Resolve | Reality Capture | Marmoset Toolbag | Rizom UV | Speedtree | Affinity Photo | Agisoft Metashape

Education

Industry Mentors, Private Training in 3D Art, Self taught.