

## At a Glance

Technical Artist at Ubisoft Reflections, specialising in procedural pipelines, DCC tooling, and shader development for AAA open-world content. Based in Edinburgh, open to roles within the UK.

### Languages & Scripting

- MAXScript
- HLSL and Shader Graphs
- Python
- C++
- C#

### Software

- 3ds Max & Maya
- Proprietary Engines
- Unreal Engine
- Houdini
- Substance

### Workflows

- Tool Development
- Procedural Generation
- Art Pipelines
- Performance Optimisation
- CI/CD & Deployment

## Experience



### Ubisoft Reflections

Newcastle Upon Tyne, NE3 3AF

**Technical Artist** Apr 24 - Present

Developing and optimising procedural tooling and content for an unannounced AAA project.

- Designed a Houdini procedural tool that lets artists author complex natural spaces from in-editor parameters, cutting asset iteration from hours to minutes.
- Owned an automated performance test for procedurally placed vegetation, giving the tech art team a continuous stream of data to assess the performance impact of changes at a glance.
- Shipped the project's Python tooling into a central repository with automated build and deployment, reducing risk in distribution to artists and freeing up developer time.
- Designed a texture-to-shader workflow for urban assets, packing data efficiently into textures and vertex colours to deliver visually rich, per-instance variation at low runtime cost.

**Junior Technical Artist** Sep 22 - Apr 24

Developing DCC Tools and Shaders for an unannounced AAA project.

- Extended in-house asset-exporters, auto-riggers and validators with MAXScript to support new asset categories.
- Worked closely with the vehicle art team to ship a headlight shader using parallax and emission that reads correctly in both day and night lighting.
- Stabilised an advanced character clothing shader inherited from another internal project. Fixed a backlog of rendering bugs, refactored the implementation and wrote artist-facing documentation.



### UNESCO City of Design Dundee

Dundee, DD1 3AH

**Game Developer (Intern)** Aug 21 - Oct 21

Developing an educational video game for UNESCO City of Design's bi-annual Dundee Design Festival.

## Education



### Abertay University

Dundee, DD1 1HG

MProf in Games Development Sep 21 - Sep 22

Master's degree awarded with Distinction.

*University Prize (Award for Highest GPA)*



### The Glasgow School of Art

Glasgow, G3 6RQ

Interaction Design BA(Hons) Sep 17 - May 21

First class Honours degree awarded by The University of Glasgow.