



SCOTT HAMMOND

3D ARTIST FOR GAMES, FILM & ENTERTAINMENT

GENERAL EXPERIENCE

- Hard Surface and Organic Modeling
- Characters and Environments
- Texturing / Materials
- Sculpting
- UV Unwrapping
- Optimisation
- Art Direction
- Concept Art
- User Interface Design
- Photogrammetry
- Realtime Engines
- Quality Control

TECHNICAL SKILLS

- Maya
- Zbrush
- Substance Painter
- UE 4 / Unity
- Photoshop
- Reality Capture
- Marmoset Toolbag
- Substance Designer

CAREER EXPERIENCE

ARGOAUTS / Lead Artist / July 2020 - December 2020

Lead Artist on a small team of 6 including 4 artists, a designer and a developer for the brawler party game, Throw Thyself. My role was to establish the visual design of the game, provide art direction, feedback and keeping quality control.

Responsibilities included:

Art Direction | Concept art | Characters | Weapons | lighting | UI Design | Logo and promotional Branding.

MAD SWAMI / 3D Artist / July 2018 - December 2018

Hard surface artist on a team of 5 including 3 artists, a designer and a developer for the 3rd person, adventure game, The Seed - Phase One.

Responsibilities included:

Hard Surface modeling and Texturing | Tech design | Concept art | UI Design.

GP ADVERTISING / Digital Designer / May 2007 - May 2017

UI Designer for Harvey Norman's ecommerce site launch, Designed their phone app "Click and Collect". modular responsive EDM framework and designed templates and styleguides we used.

Responsibilities included:

Landing pages | Social media | style guides | GUI components | Wireframing
Branding | EDM's | Illustration | Digital compositing | Photo retouching
Resource templates | Coding what I design.

ELRAY GAMING / Digital Designer / February - July 2006 (contract)

Responsibilities

Web design | front end development | banner ads | EDM's | advertising | in-house promotional material.

THE GADGET FACTORY / Digital Designer / February 2000 - January 2003

Responsibilities

Branding | EDM's | Front end Web design | Banners | UI design | Illustration
Animated greeting cards & content | Desktop Books | Story boarding.

 moofactory@gmail.com

 0402089806

 Portfolio on Artstation

 Connect on LinkedIn

PROFILE

Previously a snr Digital Designer, I have since transitioned into the entertainment industry as a 3D artist.

My design background gives me an edge in the use of colour theory, visual appeal, illustration, UX, UI, art direction and office environment soft skills in a creative studio.

I have a solid working understanding of game art pipelines with hands on experience in both UE4 and Unity.

RECENT ACHIEVEMENT

Academy of Interactive Entertainment - AIE - 2020

Outstanding Game Artist Award

GAME TITLES WORKED ON

Throw Thyself
argonauts.itch.io/throw-thyself

Frenzy Darts VR

The Seed - Phase One

EDUCATION

Advanced Diploma of Professional Game Development
Academy of Interactive Entertainment - AIE
2019 - 2020

Diploma of screen and media
Academy of Interactive Entertainment - AIE
2018 - 2019

Cert in HTML5/CSS3 & Mobile Devices
ACC Adobe Training Centre
2012

Diploma in Web Design & Development
TAFE
2004 - 2005

Diploma in Graphic Design
TAFE
1998 - 1999