

# Graham Bailey

## 3D Artist / Technical Artist / Game Developer

### Skill Set

- Shaders
- Visual Effects
- Unity Editor Tools
- C#
- Visual Scripting
- Substance Authoring
- Graphical User Interface
- Environment / Prop Modeling
- Texturing
- Lighting
- UV Mapping
- Retopology
- Animation
- Troubleshooting

### Software Arsenal

- 3ds Max / Maya
- Zbrush / Mudbox
- Photoshop
- Substance Designer
- Playmaker
- Shader Forge
- Unity3D / Unreal Engine
- NGUI / uGUI
- UVLayout
- xNormal
- Visual Studio
- Marvelous Designer

### Experience

#### Numerous Projects (2013-2017): 3D Sauce – Generalist, Unity Expert

- Designed and created a variety of user friendly game templates for the Unity Asset Store.
- Created and released Floppy Tiles on IOS and Android.
- Tasks include: 2D/3D Artwork, Visual Effects, Shader Creation, Substance Authoring, Unity Tools Coding, Game Design, Game Logic, GUI, Game Center & Google Play Leaderboards, Admob Ads, Vuforia Integration, and Publishing.

#### Groovy Hero (2013-2014): Groovy Pulse Games – 3D Technical Artist, User Interface and Visual Effects Artist

- Designed and prepared visual assets for seamless integration into Unity3D game engine.
- Created and implemented graphical user interfaces using NGUI.

### Personal Qualities and Qualifications

- **Bilingual**
- Good **communication skills**
- Great **problem solving** abilities
- **Meticulous** eye for details
- **Efficient**, clean and logical workflow
- **Dedicated** and **reliable**, always able to meet a deadline
- Solid understanding of the entire **game development pipeline**
- Computer hardware/software **expert**

### Education / Training

- 2010-2011: Institut Desgraff - 3D Art for Video Games
- 2006-2008: Fine Arts Program - Champlain College Lennoxville