



# James Blackwell

## 3D Artist

Contact@Phenakist3D.com

07975972415

Plymouth, UK

### Portfolio

[www.Phenakist3D.com](http://www.Phenakist3D.com)



### Knowledgeable

Zbrush  
Substance Painter  
Substance Designer  
UnrealEngine4  
Blender  
Photoshop

### Additional Software

Adobe Illustrator  
Microsoft Suite  
3DS Max

### Skills

Event Organiser  
Team Leader  
Time Management  
Social Media  
Customer Service

### About Me

Working as a Freelance Digital Artist, I am experienced in creating 3D Assets for both Real-time and Offline, rendering methods. With my Focus being Real-time assets, my skills encompass High-poly to Low-poly Modelling, Retopology, UVUnwrapping, Texturing with the PBR workflow and Rigging to create low-poly and efficiently textured 3D Assets.

### 3D Artist / Rendering Artist- Private Island

2018

Starting with initial designs from the client, I was tasked to work closely with Private Island and their client to deliver branded assets for visualisation purposes.

Based on feedback given, I created iterative designs to deliver a series of final 3D Rendered artwork that can be used in future promotional material.

### 3D Artist / Tech Artist - Pulse Studio LLC

2018

Given several initial concept 3D Models, I was tasked with 3D Modelling, High-poly to Low-poly Sculpting and Baking, UVUnwrapping & Texturing.

The meshes were designed to be highly efficient for performance reasons, keeping polycount to a minimum and creating UE4 specific texture maps. Cascade Particle System was also used to create cost effective water effects.

### Ld. Environment Artist - Early Access Steam Title

2018

I was responsible for Concepting, Moodboarding, Referencing, Blockouts, 3D Modelling, UVUnwrapping & Texturing.

Based on input from the Game Lead, I was tasked with designing from the ground up a Quiz Studio. I created iterations of 3D Concepts to create a coherent and interesting studio based on the needs of the Game Developers.

## Education

Plymouth College of Art - BA Hons Game Art

2015 - 2018

1:1 Hons Degree

## Achievements

### Steam Workshop

100,000+ Downloads from custom created buildings for Cities: Skylines

Creating 3D Assets for a Mass Effect modification for Stellaris

Created custom spaceship parts for Kerbal Space Program

### Search for a Star

4th place participant in the 'Search for a Star' competition

## Interests

CounterStrike, Rainbow Six: Siege, Guitar, Devin Townsend, Blender & everything 3D Art.

## References

references available upon request