

Peter Houston

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Showreel:

https://www.youtube.com/watch?v=0mbYnP_TKpg&feature=youtu.be

PERSONAL PROFILE

Considerable academic and occupational experience in a wide range of 2D and 3D visual effects processes. Having gained practical skills with professionally regarded commercial organisations on productions such as 'Da Vinci's Demons', I have demonstrated a very high standard of work, operating to strict time schedules and budgetary guidelines, have shown flexibility, adaptability and dedication, and a willingness to put forward ideas and suggestions for consideration.

Recent freelance work has broadened my skills base, incorporating greater client interaction where it has been possible to discuss creative and artistic ideas, and to be actively involved with project scheduling.

A recent e-Learning position required me to be responsible for the development and creation of blended learning across multiple platforms, supporting the training needs of the military through 3D modelling, texturing, animation and visual effects. During this time I was also able to mentor and advise colleagues developing their skills in 3D to assist with large projects under my supervision, eventually enabling them to work on their own projects set by our clients.

My current position is based around photogrammetry, modelling, texturing and rendering in Vray for use in Unity, creating virtual shopping experiences for use by Walmart, Exxon, Tesco, Sainsbury's and other large retailers. Alongside my professional commitments I work on personal projects across various disciplines to develop and improve my skills.

KEY SKILLS

- Theoretical and practical experience in the following:
 - Modelling
 - Texturing
 - Sculpting
 - Motion Graphics
 - Camera Tracking
 - Animation
 - Compositing
 - Rotoscoping
 - Lighting

- Skilled in the use of the following software systems:
 - Autodesk Maya
 - 3D Studio Max
 - Photoshop
 - Mari
 - Arnold
 - V-Ray
 - Zbrush
 - Substance Painter
 - Unity
 - 3D Equalizer
 - Substance Designer
 - RealFlow
 - AfterEffects
 - Nuke

OCCUPATIONAL EXPERIENCE

3D Designer (Permanent)

Sept 2016 - present

DV Activ/CheckmateVR, Bath

- Camera tracking and compositing in real time interactive driving experiences.
- Modelling and texturing photo real 3D and 360 environments and products for virtual shopping experiences using 3Ds Max and Vray.
- Creating virtual spaces in Unity for a walkthrough interactive shopping experience.

3D Artist/Videographer (Contract)

Jan 2015 – Aug 2016

Aspire Defence, Warminster

- Modelling and texturing high and low poly military vehicles, environments and buildings.
- Editing shots together to make the product as cinematic and entertaining as possible, while retaining the purpose of education and training.
- Adding motion graphics to shots
- Adding visual effects into shots, such as smoke and explosions using Maya Fluids and rigid body dynamics.
- Camera matching for integration of 3D objects
- Meeting and collaborating with clients to discuss current and future projects.
- Shooting on location and in studio with the Sony A7S, Sony FS7 and Panasonic Lumix GH4 among other DSLRs in the UK and abroad.

VFX Artist (Freelance)

2014 - 2014

Alter Equals Ltd, London

- Operating on projects for commercial, web-based and visual entertainment clients.
- Photography for photogrammetry, typically for the processes of combining live-action film with computer generated images.
- Modelling and texturing buildings and other environments as photoreal.
- Importing textured models into Unity to build the environment.

CG Modeller (Contract)

2012 - 2012

Tonto Film and Television, Swansea

- Involved with the production of 'Da Vinci's Demons'.
- Retopolizing / remodelling mesh from Photoscan (digital sculpting).
- Projecting textures / painting textures into Photoshop.
- Digital modelling / texturing characters and sets.

QUALIFICATIONS / TRAINING

Escape Studios, London

2013

Visual Effects Production

Visual Effects Professional

Swansea Metropolitan University

2008 - 2012

MA 3D Computer Animation

BA (Hons) 3D Computer Animation