Elliot Hewgill Technical Animator and Generalist

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Profile

I am an experienced 3D artist who is creatively-driven, with a passion for creating great games, characters and worlds. Familiar with start to finish workflows for 3D characters and capable of managing demanding projects within critical timelines. With a background in Fine Art and illustration I have a robust understanding of design principles and an innate ability to interpret reference and concept into 3D assets.

Education

2021-2024 - MA Computer Games: Art and Design @ Goldsmiths University (Distinction)
2014-2018 - BA Fine Art @ Central Saint Martins (2:1)
A Levels - Art, Maths, Computing

Skills

Autodesk Maya • Unity • Substance Painter • Adobe (Photoshop, InDesign) • Blender

Modelling and Animation
- Sculpt and model compelling 3D characters, according to the project's style and art direction
- Develop engine-ready assets to match concept art and references
- Strong understanding of anatomy, composition and proportion
- Low-poly modelling and UV mapping using Maya - Plus an understanding of high to low poly workflows
- Texture painting for both stylised and realistic PBR projects using Substance Painter

Technical Animation
- Plan and implement bespoke joint-based rigs as well as hybrid joint / blend-shape rigs
- Weight painting for both humanoid and facial rigging. With an organised and thorough approach to editing skin weights to avoid unnecessary backtracking
- Design and execute user friendly and flexible rig controls, taking into account the needs of the animation / development team.
- Tweak Driven Key Curves for channel combinations using Maya's Graph Editor
- Able to observe naming convention and maintain an organised workspace inside Maya
- Export bespoke assets for use in-engine using the '.FBX' format
- Create and transfer custom vertex normals between 3D software to customise shading

Development
- Experienced with Unity's Animation Controller and relevant components, having used these tools to prototype my own character and animations as part of a character controller
- Working knowledge of C# scripting having developed a number of my own games and prototypes

Illustration
- Skilled in drawing - Both digital and dry-media
- Understanding of art fundamentals; Composition, silhouette, contrast and colour

General
- Work to industry conventions and integrate with a collaborative work environment
- Think creatively to solve a wide variety of technical and artistic challenges
- Time management and ability to work within deadlines while keeping an organised and clean workflow
- Inquisitive and helpful, I'm always keen to learn from my peers and help others with their project

Experience

July 2024 • Astro Boy, Facial Rig
  Plan and create a skinned character mesh and rig controls allowing animators to accurately replicate the exaggerated expressions of Osuma Tezuka's classic character.
May 2022 • Hover-Bike Boy, Game Ready Character
  Working from my own concept I modelled, textured, rigged and animated a game-ready character, plus a set of matching assets. I then used these assets to create a playable demo in Unity.
June 2022 • Conference Associate @ Develop Brighton
  Volunteering at Develop Brighton I gained invaluable experience, getting face to face with industry professionals. During the week my duties included helping to facilitate talks, welcoming conference guests and providing them with the right information.
2018 - 2022 • Chef
  I have over six years experience working as a chef in a number of restaurants. These roles can be very demanding, often requiring me to work fast whilst maintaining high standards of presentation.
2018 - 2021 • Freelance Illustrator
  As a freelance illustrator I have extensive experience working with clients to achieve the desired outcome for their project.