



Sean Byrne

Lead 3D Artist



CONTACT



+44 7527 357900



seanbyrne.design@gmail.com



seanbyrnedesign.wixsite.com/portfolio



Bromsgrove, Worcestershire, UK



CAREER

Lead 3D Artist / V-Ex, 2020 - Present

Managing and mentoring a creative department, setting the creative vision, defining technical parameters, training staff, conducting interviews & inductions, pushing the technological boundaries, maintaining software pipelines and updates, configuring remote system monitoring tools, building and administering rendering servers, client meetings, setting processes and writing documentation, R&D into emerging tech and baring responsibility over several simultaneous creative & technical projects.

Freelance 3D Designer / 2024 - Present

Strengthening my expertise by promoting my services as a technical artist and designer - getting involved in exciting opportunities, which help to further my skillset in my full-time roles and build new client relationships & industry connections.

3D Artist / DMA Europa, 2018 - 2020

Employed to develop offline rendered 3D virtual environments & animations, as well as realtime solutions used in VR and AR applications and communicate first-hand with clients daily.



HIGHLIGHT PROJECTS

Future Stores / Oxford Street London

Involved in the planning and proposal process for a cutting-edge retail experience in central London featuring LED displays, pitching to globally recognised brands, such as Intel - who currently operate at the store. I helped demonstrate the store's potential to industry-leading brands, by showcasing how immersive motion-graphics can enhance shopping experiences.

Exhibition Stand Designs / London Excel & Birmingham NEC

Designed many exhibition stands for physical, virtual and hybrid events. These designs often needed to comply with strict architectural and budgetary specifications in order to be built and operate at London Excel or the Birmingham NEC.

Virtual Campus / University of Leicester School of Business

One of hundreds of examples of photo-real immersive applications I have taken a leading role in producing for clients. In this example visitors can interact with a virtual campus directly from their web browser, providing an engaging and accessible route to relevant information for students.



EDUCATION

University / The University of Wolverhampton, 2016 - 2017

Course: Bachelor of Arts with Honors - Computer Games Design
Qualification: First Class

College / Heart of Worcestershire College, 2012 - 2016

Course: Foundation Degree in Interactive Media & Games Development
Qualification: Double Distinction

Course: Level 3 Extended Diploma in Interactive Media & Games Development
Qualification: Triple Distinction*



PROFILE

Problem solver, with an eye for detail, captivating design language and understanding of advanced techniques to surpass expectations in projects.

Driven to develop professional creative projects, applications, designs and digital solutions.

Passionate when it comes to delivering quality, and ensuring projects are created with efficiency and optimisation in mind, ensuring reliability, stability and scalability for long-term and ever-adapting experiences for thousands of users.

Good communicator, often negotiating project specifications with high-profile clients, with the ability to manage timescales across multiple complex projects. Actively interested in learning new processes and techniques to expand creative industry knowledge and discover new opportunities.

Primarily using 3DS Max, built 100s of immersive scenes, whilst meeting strict deadlines, training and managing a team of 3D artists.

Extensive knowledge of the Game Development pipeline through 5+ years of developing Unreal Engine applications.



SKILLS

Technical:

Server Administration / Ubuntu Commandline / Software Pipelines / System Integration / Remote Monitoring
Hardware Knowledge / Process Documentation / R&D
Asset Management / VR & AR

Creative:

Subdivision Surface Modelling / 3D Animation / VFX
Motion Graphics / Cinematics / Hard Surface Modelling
Rendering / Lighting / 3D Scanning / Arch Vis / Video
Audio / Post Production

Interpersonal:

Team Management / Client Negotiations / Leadership /
Flexible & Adaptive / Problem-solving / Collaboration

Software:

3DS Max / Octane Render / Unreal Engine / Unity
EmberGen / Phoenix FD / Forest Pack / Quixel Suite
Substance Painter / Adobe Suite / Microsoft Office Suite
Blender / Arnold



SOCIAL



artstation.com/seanbyrnedesign



linkedin.com/in/sean-byrne-design



REFERENCES

Available on request.