



Sean Byrne

LEAD 3D ARTIST

Creative & Technical Lead



CONTACT



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Bromsgrove, Worcestershire, UK



CAREER

Lead 3D Artist / M+T Group, 2020 - Present

Lead and mentor a team of artists while setting creative and technical direction across multiple concurrent projects. Own the development and maintenance of software pipelines, rendering infrastructure and production processes, including render-server administration, remote monitoring, technical documentation and workflow optimisation. Lead R&D into emerging tech and advise clients on creative and technical solutions, while managing project requirements, delivery and quality.

Freelance Creative Services / 2024 - Present

Delivering independent design and technical-art projects while developing relationships with new clients and global industry partners. Working across visualisation, animation and real-time applications, with a focus on technically complex and visually driven projects.

3D Artist / DMA Europa, 2018 - 2020

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



HIGHLIGHT PROJECTS

Future Stores / Oxford Street, London

Contributed to the planning and proposal of a cutting-edge retail experience in central London featuring large-scale LED displays. Developed visual motion-graphic demonstrations used to communicate the concept and showcase potential applications to globally recognised brands including Tesla and Intel.

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

Took a leading role in developing an interactive browser-based virtual campus for the University of Leicester School of Business, creating an accessible digital environment allowing current and prospective students to explore facilities and information interactively.



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

Technical 3D artist and creative lead with extensive experience delivering immersive digital experiences, visualisation, animation and real-time applications.

Experienced in leading creative teams, developing production pipelines, managing rendering infrastructure and translating complex technical requirements into practical creative solutions.

Strong background across varied 3D production pipelines, real-time experiences, VFX and emerging technologies, with extensive client-facing and project leadership experience.

Vast capability in delivering complex digital projects from concept through to production, balancing creative ambition with technical feasibility, performance optimisation and project requirements.

Broad understanding of real-time and game development pipelines, across immersive environments, interactive experiences, web, VR, AR and event spaces.

Confident working with clients, designers, developers and creative teams to define requirements, solve technical challenges and deliver to demanding timescales, with a focus on efficient, scalable workflows.



SKILLS

Technical:

Server Administration / Ubuntu Commandline / Software Pipelines / System Integration / Remote Monitoring / Infrastructure Management / 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 Editing / Audio Production / Music Production / Post Production / Product Design

Leadership:

Creative Direction / Team Management / Client Negotiations / Stakeholder Liason / Flexible & Adaptive / Problem-Solving / Interdepartmental Collaboration & Unification / Thorough Communication

Software:

3ds Max / Octane Render / V-Ray / Blender / Unreal Engine / Unity / EmberGen / Phoenix FD / Forest Pack / Quixel Suite / Substance Painter / Adobe Suite / Microsoft Office / Arnold / AI Toolsets



ONLINE



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