

Cat Dixon

3D Artist/Technical Artist VR

Summary

I am a 3D/Technical artist with over 10 years experience, I have worked extensively with global teams and created immersive 3D experiences across a variety of industries. With a wide range of high paced R&D and commercial VR projects. I have worked with innovative industry leaders and high profile brands/accounts including Adidas and Air Canada. I have taught 3D art at University level and developed software for international clients.

Education

MA Creative Digital Media
BA Creative Visualisation
Adobe Photoshop Certified

Freelance Clients

Air Canada
Animmersion
Regatta
Yahoo
Digital City

Neutral Digital
SEA Design
University of Amsterdam
Office Furniture Africa

Relevant Experience

Teesside University (Jan 2017 - Present)	Senior Lecturer in Games Art and Design <u>Undergraduate(BA) and Post Graduate (MA)</u> Module leader for Advanced Lighting and Shaders(BA), Games Technical Art(BA) and Modelling and Sculpting(MA) External: Commercial Museum Photogrammetry. Ongoing VR for NHS training and Research (Paused Due to COVID).
MPC London (Aug-Dec 2016) (April 2017 via TU)	Lead Technical Artist (Unreal) <u>VR Interactive Experiences</u> Environment and props creation, lighting, optimisation, blueprint, interactions. <ul style="list-style-type: none">Created rich immersive environments in line with the developing project brief and feedbackBlueprint DevelopmentMaterials and Shader developmentWorked with developers and artists as needed.
Riot Design (June 2016 - Dec 2016)	Contract Project Lead and Consultant <u>UE4 - Adidas World Of Sport - ArchViz VR Oculus Rift & mobile VR 360 videos</u> Lead project to successful delivery on ambitious VR project by providing VR consultancy <ul style="list-style-type: none">Implementation of aesthetic, user experience and performance improvementsDeveloped collaborative workflowCollaborated and coordinated with high profile design agencies and architects for the Adidas Group Stakeholders
Amazing Interactives (October 2014 - Dec 2016)	Lead Technical Artist <u>Unity 5 - Industrial Training Application Suite for Education</u> <ul style="list-style-type: none">Large scale interactive 3D stereoscopic 3DVR Vicon Tracking.3D content creation, OptimisationOutsource management
IVE Lab (March 2011 - Jan 2014)	3D Content Creation - Research Associate <u>Serious Games for Research</u> <ul style="list-style-type: none">Senior role - Start to finish global European research projects (FP7)Implementation of content UDK and Unity3D - inc Complex Scene Staging3D Content creation - environments, props and characters

Software

UE4
Unity3D
3D Studio Max
Maya
Photoshop CC
ZBrush
Substance Painter
Substance Designer

Technical Skills (Real Time)

Photogrammetry
3D Modelling
Scene Optimisation
Texturing
Lighting
Props
Environment Art
Python Scripting

Personal Attributes

Project Management
Production Management
Client / Account Management
10+ Years Experience