Nadir Whitelaw

Technical Artist
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Edinburgh, United Kingdon

Date / Place of birth
22.10.1988 / Liverpool, UK

Nationality
British

Profile

Technical Artist with expert knowledge of Unreal Engine and experienced programmer. Credited on multiple AAA titles as an artist and worked in collaboration with Epic Games during my time at Tencent. Looking to join a great team working on an exciting game in a senior/leadership position. Full bio: https://toku.dev/about

Employment History

Founder at Unfit Parent, Edinburgh

10/2022

XR Development company. Developing UEFN Maps, XR Prototypes and contracted on a variety of projects including:

- Technical Artist - Sparkball (MOBA)
- Technical Designer - Waifu Tactical Force (FPS)

Studio Head at Rayscape Games, Brighton

11/2021–10/2022

In 2021, I left Tencent to open a studio for a private investor. We got to vertical slice after 6 months, and received our Playstation Parnership. However, The investor froze the project due to their financial difficulties.

- Managed a studio of 12 staff to build a VR game for the Quest 2
- Designed and scoped game with EP
- Involved in Hiring & Performance Reviews, Task feedback
- Authored GDD/TDD documentation
- Showcasing project at GDC & other conferences

Lead Technical Artist (D-13) at Tencent, Shenzhen

08/2018–11/2021

Worked in a variety of departments in Tencent, Including Games, Medical and Big Data. Main Project was working in collaboration with Epic on the smart city project. Presented at RIBA, London: https://youtu.be/VYWsB93oCDg

Technical Tasks

- Shader/Material creation
- Procedural Models/Materials in Houdini/Substance
- Niagra VFX
- Gameplay Programming
- Engine Programming
- Data Science/AI: OpenCV, TensorFlow, Python Libraries (NumPy/MatPlotLib/Pandas)

Leadership Tasks:

- Scoping & assigning tasks via internal project management system
- Code reviews and test cases

Links

Portfolio
LinkedIn
Twitter

Skills

Material & Shader Creation
Substance / Houdini
VFX
Animation Blueprint
Gameplay Programming
Environment Art
Lighting
Games Design
Solo Game Development

Languages

English .... **Native speaker**
Chinese (Mandarin) **B1**
Welsh **B1**
Japanese **A2**

References

References available upon request

Hobbies

Sauna, Hiking, Cooking, Jazz

- R&D into new tools & techniques for the project
- co-ordinate with senior management, including VP, Group Head and Department head
- Present works to summits & international delegations

Technical Artist at Mozi Arts, Shenzhen

08/2017–08/2018

Working in Unreal Engine to create a variety of experiences for a new-media art studio.

- Creating Environments, Props and Characters for real-time applications
- Unreal: Materials, Gameplay/Interaction Blueprints, Animation Blueprints, Particles
- TouchDesigner, OpenProcessing, HLSL
- Working with design team to develop designs and project requirements

Environment Artist at Streamline Studios, Kuala Lumpur

06/2014–08/2016

Credited on the following titles: STREET FIGHTER V, Marvel VS CAPCOM Infinite, FINAL FANTASY XV. Worked on an unannounced title.

- Create environments from concepts provided, Including Blockin, Sculpts and Textures.
- Setup assets in game engine
- Ensure content met quality/performance requirements outlined in style guide
- Attend daily standups, weekly director meetings and monthly/quartely performance reviews

3D Artist (Junior) at Real Visual Group, Plymouth

04/2012–05/2014

Building Environments for UK Defence simulation & Medical training projects in Unity 3 using Oculus DK1, The first Oculus Headset. Obtained UK Security Clearance to work on projects contracted by BAE/MOD

- 3D Modelling & Texturing in 3DSMax & Substance
- Unity prefab scripting in C#
- Maxscript, Python
- Sprints & Peer Reviews

Education

Computer Games Design BSc (Hons), Staffordshire University, Stafford

09/2008–05/2011