Nadir Adam Whitelaw

GAME DEVELOPER

Profile

Over 10 years of experience in the industry creating PC and VR Games, And using Unreal Engine to build AEC/Training/Government solutions. Worked directly with Epic Games during my time at Tencent. Experience leading teams from concept to launch and shipped multiple AAA titles as an environment artist. T-Shaped individual with speciality in Technical Art.

Technical Art: Material/Shader creation, Editor/Python tools, Substance/Houdini, Gameplay Programming, Game performance/optimization.

Employment History

Studio Director, Rayscape Games, Bristol, England

NOVEMBER 2021 — OCTOBER 2022

Rayscape Games is a VR studio based in the UK (15 staff). We are working on our first project 'Arcane Ascent' which was given Playstation partnership after 6 months of production. https://www.rayscape.games/

- Hire and provide vision to C-level staff
- Design and scope games with Executive Producer
- Author GDD/TDD with GD/TD
- Quarterly updates with board
- Weekly director meetings
- Plan expos, events
- Work with AD & TD (Feedback, Art Tutorials, Game Playtesting & Bugfixing)
- General development work (Modelling, Coding, Level design)
- Engine optimization, VR API integration/configuration for mobile (ARM64)

Senior Technical Artist (D-13), Tencent, Shenzhen, China

AUGUST 2018 — NOVEMBER 2021

Worked on the Tencent smart city project in collaboration with Epic Games. Other projects included projects in Tencent Medical departement and IEG. Presentation: https://youtu.be/VYWsB93oCDg

- Team leadership: Writing & Assigning tasks via internal project management system
- Attending standups/sprint sessions and conducting/participating in peer reviews.
- Internal documentation for tools & pipeline best practises
- Presenting projects to international delegations and exhibitions

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- Use of all major Unreal Editor Systems: Blueprint, Material Editor, Niagara, Sequencer, Animgraph etc.
- General art pipeline duties (Asset creation, Optimization, Scripting)
- Shader/Material creation, Animation & Interaction in Blueprint
- Parametric asset creation (Houdini, Substance, Proceudral mesh/Geometry scripting)
- Interaction Systems/Gameplay programming (Blueprint, C++)
- Unreal Plugin coding & Editor Blueprint tools
- Submit Engine PR & Work on internal Epic Branch

Details

Brighton
United Kingdon
+86 132 6699 8952
toku2288@pm.me

NATIONALITY

British

DATE / PLACE OF BIRTH

22.10.1988
Liverpool, UK

Links

Portfolio

LinkedIn

Twitter

Skills

Unreal Engine

Houdini

Substance Designer/Painter

3dsMax/Maya/Blender

ZBrush

Python

Languages

English

Chinese (Mandarin)

Japanese

Welsh

Hobbies

Hiking, Swimming, Cooking, DOTA2, Language Study, Solo Game Development

- Data Science/AI: Model Training, Optimization and UE integration using: OpenCV, scikit-learn, TensorFlow/Caffe/Keras, NumPy/Pandas/MatPlotLib

3D Animator, Mozi Arts, Shenzhen, China

AUGUST 2017 — AUGUST 2018

Hired as an animator to work on new-media art projects which were displayed in galleries and events across China.

- Creating environments, props and characters for pre-rendered animations and real-time installations.
- Unreal Sequencer cinematic keying and asset setup.
- Unreal Blueprint/C++ interaction programming for interactive installations (Mono/Stereo rendered).
- Procedural asset creation in Substance Designer/Houdini.
- Unreal Cascade/Niagara particle simulations, HLSL
- Particle systems/Interactive rendering with TouchDesigner, OpenProcessing
- Working with designers to develop project designs and requirements.
- Providing feedback to management regarding studio workflow, Best practises and tool usage.

3D Artist, Streamline Studios, Kuala Lumpur, Malaysia

JUNE 2014 — AUGUST 2016

Worked as an environment artist on a variety of AAA projects, Credited on the following: STREET FIGHTER V, Marvel VS CAPCOM Infinite, FINAL FANTASY XV.

- Create high quality environment assets from concepts provided
- Setup assets in game engine
- Ensure content meets quality/performance requirements as documented by clients (CAPCOM, Square Enix)
- Attend daily standups, weekly director meetings and monthly/quartely performance reviews

3D Artist (Jr), Real Visual Group, Plymouth, England

APRIL 2012 — MAY 2014

Creating assets for Architectural visualization, Defence simulation & Medical training projects in Unity 3 using Oculus DK1.

- Blockin/High/Low poly modelling in 3dsMax, Maya, ZBrush
- Hard-surface animations in 3dsMax
- DCC Scripting (MaxScript/MEL/Python)
- Texturing in Photoshop and Substance Painter
- Asset setup, level design and lighting in Unity3.

Education

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

SEPTEMBER 2008 — MAY 2012

References

Dominic Parker from Sumo Games Ltd.

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Du Jian from Tencent

nickdu@tencent.com