Owen Miles
88 Gays Road, Hanham, Bristol
BS15 3JX

Mobile: 07595050335
Home: 01189890122
Email: owenwmiles@gmail.com
Website: owenmiles.co.uk

Personal profile

3D Generalist looking for either freelance or full time opportunities that is creative and can work well both independently and in a team. I specialise in modelling, texturing and lookdev but have an understanding of and can work within most parts of the VFX pipeline.

Career outline

June 2023-August 2024: 3D Artist Primary VFX
- Asset Creation: modelling, texturing, lookdev.
- Lighting
- Shows Worked on: Make Amazing Happen Lenovo/CDW, PGIM Advert, Greenways Advert, Unreleased Amazon show.

August 2021-May2023: Modeller at Pop Paper City:
- Stylised asset concepting and creation. Environment modelling and layout
- Toy concepting, both model and shaders.
- Rigging, hard surface and organic.
- Lighting.

May 2021-July 2021: 3D Generalist at Bluebolt:
- Full CG set replication from Lidar and reference images. Model, texture and Primary lookdev.
- CG replication of assets in plate for set extension. Created multiple texture sets for the same asset to allow for variation and the shader system to randomise texture set assignment.
- Shows worked on: The Great S2, Becoming Elizabeth.

September 2020-March 2021: CG Generalist at 422 South:
- Working on S4 of Drain the Oceans
- Asset creation for both small scale props and environments. Work consisted of digitally replicating artefacts that the archeological team had uncovered. All assets were built using reference images and specific measurements taken by the archeological team to be one to one for the real objects.
- Asset creation for virtual production in Unreal Engine.

April 2019- February 2020: 3D Generalist at Axis Studios (Formerly Axis VFX):
- Asset creation tasks: modelling, texturing, lookdev and grooming. CAD data cleanup
- Basic FX work in Houdini, including hair/fur/sparks/smoke/dust simulation and procedural modelling and scattering,
- Primary 3D artist on Red Dwarf. I was responsible for all the model, lighting and rendering work for most of the project and had to manage my time between all of the shots and assets I was in charge of. When extra people came onto the project I was then responsible for delegating and leading the remaining tasks to ensure everything ran smoothly.
- Shows worked on: Red Dwarf: The Promised Land, Scania: Travelooper, A Discovery of Witches S2, Horizon Line (2020), Shaun the Sheep: Farmageddon. 2 unreleased show Pilots.

January-March 2019: CG Artist at Polar Media:

- Asset creation: modelling, texturing and lookdev. Responsible for concept modelling to final.
- CAD and LIDAR data cleanup and retopology consolidated the extremely high poly models down to a usable format for myself and the rest of the pipeline.
- Shows worked on: BP Advanced Mobility, BP ACE Project.

October-November 2018: <u>3D Generalist at nineteentwenty:</u>
- Asset creation: modelling, texturing and lookdev. CAD data retopology
- Camera Alignment, lighting and volumetrics.
- Worked across 5 Simultaneous projects, able to effectively manage my time between them.
- Shows worked on: KFC Christmas advert (2018), Sainsburys Christmas advert (2018), Dyson Snowflake, Littlewoods: Own the Show, National lottery Christmas advert (2018).

May-July 2018: <u>3D Generalist contracting at MotionBox VFX Studio:</u>
- 3D concept exploration.
- Keying, roto and compositing into full CG and 2D illustrated environments. Screen tracking and replacement.

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<u>Education and qualifications</u>
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2015-18 BA (Honours) 3D Animation and Modelling
University of Hertfordshire
2013-15 A-levels: 4 subjects with grades, Distinction *, C, D, D
The Forest Sixth Form
2011-13 GCSEs: 10 subjects A-D, including Maths and English
The Forest School

<u>Software Proficiencies</u>
- 3D Packages: Maya, Houdini, C4D and Zbrush
- Texturing software: Mari, Substance (Painter and Designer) and Photoshop
- Render engines: Arnold, Redshift and Mantra
- Compositing Software: Fusion, Nuke, After Effects
- Misc: Adobe suite, Shotgun project management tool, Ftrack.

<u>Skills</u>
- Specialised in modelling, texturing and lookdev.
- An understanding of other parts of the VFX pipeline and how everything works together as a cohesive whole, as well as being able to work in areas that are not my expertise.
- Ability to work to reference, either concept art or reference photos, as well as work off data such as CAD or LIDAR and photogrammetry scans.
- Able to work both independently and as part of a team, with excellent problem solving skills.
- Ability to learn and adapt to new software,I am always looking to learn and improve.
- Able to respond well to criticism and feedback and implement changes.

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<u>References</u>
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Brad Nicholls	Mike Ford	Liz Elkington
LoveLove Films	Aardman	422 South
Head of CG	CG Supervisor	Production Director
brad.nicholls@poppapercity.com	07905621378	liz@422south.com
	tastypixels@gmail.com	