

ROBERT SKINNER

Technical Artist

ABOUT ME

I'm a technical artist with 11 years teaching experience and a passion for environment art pipelines, shaders, and procedural generation. I love creating immersive and visually stunning game worlds with new and effective tools and workflows.

SKILLS

3DS Max	HLSL
Maya	C#, Javascript
Blender	UE Blueprints
Unreal	Problem Solving
Unity	Communication
Houdini	Adaptability
Zbrush	Critical Thinking
Substance Suite	Time Management
Marmoset Toolbag	Team Work

ACHIEVEMENTS

The Rookies Robot Competition 2022
"Draft Selection, Finalist"

Teaching Career - Games

Increased yearly student intake from 15 to between 60-100 within three years

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Increased University progressions from 10% to 85%

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Teaching was rated as outstanding every year from 2012 - 2022

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Games Alumni have worked at: TT Games, Splash Damage, CCP, Playground, Frontier, Creative Assembly, Ukie, Sumo Digital, Studio Gobo

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EXPERIENCE

Co-Founder - Raging Bear Interactive

2025

Budgeting, financial planning, Investment acquisition, brand building, creative vision, team building leadership, project management, contract management, resource allocation, stakeholder management event representation, art direction, technical direction, design direction

Personal Project - Shen, Realistic Pandaren Character

2024

UE5 - Technical Artist

Concept design, concept art, character art pipeline (Maya, Blender, Zbrush), Substance Painter, realtime in-game fur simulation using Unreal Engine, motion capture setup, operation and direction, technical animation (tooling in motion builder), animation cleaning & retargeting,

Team Project - Heavy Lies the Crown

2022 - Present

UE5 - Technical Artist

Painterly art pipeline, documentation, Kuwahara filter post processing, Substance designer tooling, problem solving.

Personal Project - Diablo-like Sci-fi RPG

2023

UE5 - Technical Artist

Character Art, character rigs, animations, prop and weapon modelling, game play programming, Lighting, VFX, QA collaboration.

Game Jam - Café Brawler

2023

UE5 - Technical Artist

Stylised art pipeline, documentation, toon outline post processing, modular build sets, VFX, trim sheets, character models, character rigs, animations.

Game Jam - Totally not Double Dragon

2022

Unity - Technical Art

3D Pixel art pipeline, VFX, animation states, gameplay programming, optimisation, modular building kits, props, modular materials, material shaders, lighting.

Northbrook Metropolitan College (GBMet)

Programme Lead - Games Development

Sept 2016 - Nov 2022

EDUCATION

University of Portsmouth

Sept 2022 - June 2026

BA(Hons) Computer Game Art

Second Year Grade: First

Unreal Engine C++, HLSL, GLSL, C#, material shaders Unity/UE5, character art pipeline, rigging, motion capture, Animation Retargeting, hard surface pipeline, game development (Group Work), art fundamentals (still life, composition, colour theory), unreal engine blueprints

University of Brighton

Sept 2009 - June 2011

FDSC in Computing (Games Design)

Final Grade: Merit

Networking, database design, java, web development, object oriented design, 3D modelling, texture art.