

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

Increased University progressions from 10% to 85%

Teaching was rated as outstanding every year from 2012 - 2022

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

Contact

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EXPERIENCE

Team Project - Heavy Lies the Crown 2022 - Present

UE5 - Technical Artist

Painterly art pipeline, documentation, Kuwahara filter postprocessing, 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 postprocessing, 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

Teaching, course writing, leadership, curriculum planning, student and staff recruitment, marketing, quality assurance, industry engagement, delivering professional development, trip organisation, mental health first aider, employee representation and support.

Full Time Lecturer - Computing & Games Development July 2012 - Sept 2016

Lesson planning, teaching, assessment, stakeholder collaboration, course improvement.

Sessional Lecturer - Computing & Games Development Sept 2011 - July 2012

Lesson planning, teaching, assessment

EDUCATION

University of Portsmouth

Sept 2022 - June 2025

BA(Hons) Computer Game Art

First Year Grade: First

Basic C++, hard surface 3D Modelling, 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 modeling, texture art.

Northbrook College Sussex

Sept 2007 - June 2009

National Diploma in Media Production (Games Development)

Final Grade: Triple Distinction

3D modelling, texture Creation, 2D art, level design, game narrative, computer platforms, 2D animation, 3D animation, programming, communication techniques, game design.

Interests

Video game enthusiast, PC enthusiast and builder, Lego and Duplo, physical fitness & strength and conditioning, aircraft and air shows, cricket, football and rugby