NATHAN MARSH

3D Artist | BA (Hons) CGI

EXPERIENCE

Stonebridge Homes | 3D Artist | 2019 - present

Sole in-house CG artist producing hi-res photorealistic architectural renderings as part of the marketing team. Main deliverables include issuing interior and exterior static images for print and digital marketing, as well as panoramic tours, flythroughs, branded motion graphics and real-time VR applications for R&D and promotion.

Floorspan Contracts | Designer/Estimator | 2016 - 2019

Independent designer within a larger team using architectural and engineering drawings to devise detailed structural layouts using proprietary design software, as well as scripting custom databases and reporting tools for the company.

Freelance | 3D Artist | 2014 - present

3D generalist producing digital and print content for clients, both paid and voluntary, including promotional renders, architectural visualisations, game assets, film fx, branding, and showreels.

EDUCATION

Southampton Solent University | 2012 - 2015
BA (Hons) Computer Generated Imagery (First)

Detailed focus on key pipeline skills - primarily 3D modelling, texturing, animation and rendering - for use across a range of digital media applications

University Centre Peterborough | 2010 - 2011
FdSc Civil Engineering (Distinction)

Core construction subjects, applied maths, CAD, and engineering design principles

Spalding Grammar School | 2003 - 2010
A-Levels: Design & Tech (A*), Maths (A), Physics (B)
13 GCSEs (A*-B)

HOBBIES

Outside of digital creation, my life is stitched together with music, board and video games, fast cars, fantasy novels, scenic travel adventures, and craft projects.

PROFILE

A skilled, positive, and reliable 3D generalist with keen technical interest and a diligent eye for the details, I enjoy learning and implementing new methodologies to solve problems in imaginative and considered ways among like-minded creatives in order to contribute both to the success of a project and to my own and others' development.

PIPELINE SKILLS

• Hard surface modelling
• Texture and material creation
• Animation and simulation
• Scene and product rendering
• Compositing and motion graphics
• Real-time development

SOFTWARE

• Autodesk 3ds Max
• TyFlow
• Chaos V-Ray
• Adobe Photoshop
• Adobe After Effects
• Unreal Engine
• Microsoft Office

PERSONAL SKILLS

• Creative, nerdy and enthusiastic
• Technical and detail-driven
• Logical problem solver
• Flexible and receptive learner
• Excellent communicator

References available on request

nathanmarsh.net

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