

Juane Richard Gray-Higgins - Resume

Portfolio - JuaneGrayHiggins.com

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Experience

January 2018 - Current

Personal Projects & Freelance Work

- **VFX Artist;** (*Media Hive*) Trail FX, Shaders, Particles for mobile development
- **Programmer/Modeler;** (*Auxilium*) A 3D tool which helps companies teach their employees through an interactive real time program
- **Programmer;** (*Hopidy*) A 2D Mobile endless game made in Unity
- **Programmer;** (*Nutty*) A 2D local physics based brawler with pickups and modifiers

February 2015 - November 2017

Contrary Scholars, Media Design School - 3D/Technical Artist, Student Group

- Creating shaders and VFX using Unity visual node-based scripting with (*Amplify Shader Editor*)
- Creating particle FX from simulations
- Character modeling & rigging

November 2016 - February 2017

RetroViral Interactive, Freelance - 3D Environment Artist

- 3D Modeling and Baking Hard Surface Modular Assets to be passed onto Texture Artists
- Retopologizing Existing High-Resolution Assets to a Game Ready Poly and Texture Count

Skills & Software

- **Blender/Maya** 3D modeling, Uv mapping, Rigging, Animation, Rendering
- **Unity/UE4** Shaders, Materials, VFX, Animation Controllers, Level design, UI
- **Photoshop** Texturing, Seamless editing, Touch ups, 2D Editing
- **Substance Painter** Character texturing, Normal Baking, Prop texturing
- **Zbrush** High poly modeling
- **C#** Gameplay Programming

Education

2015 - 2017

Media Design School, Auckland - Bachelor of Creative Technologies (Graduated)

2011 - 2014

Waiariki Institute of Technology, Rotorua - Computing Levels 2, 3, 4 and 5