

SIMON JOYCE

3D ARTIST AND DIRECTOR

SIMJOYCREATIONS LTD

WEBSITE : WWW.SIMJOYCREATIONS.CO.UK

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Experience providing 3D graphics and animation for E-Learning, ILT and CBT training courses, both military and civilian, working from storyboards and in conjunction with SME support, with the ability to work well either unsupervised or as part of a team.

Specializing in 3D modelling, texturing and rendering as well as animation, i strive to produce realistic 3D images that are accurate both technically and visually.

Working primarily creating hard surface models from blueprints or photo reference, but also converting CAD data.

I can also create lo poly models optimised for use in game engines such as Unity 3D and Unreal.

I work in a methodical way, with great attention to detail, and generally achieve the desired results quickly and efficiently.

Main software packages used are: 3D Max, Vray, Photoshop and After Effects.

I also have a working knowledge of other software such as Phoenix FD, Unity 3D and Unreal

I am available to work without a permit in the UK and have current BPSS security clearance.

Currently based in Somerset UK, but available to work remotely or to relocate if necessary.

WORK HISTORY

3D Artist and Director April 2012 - Present

Founded in 2012, and based on 10 years of experience using 3D software, Simjoycreations ltd strive to produce realistic, high detail models for use in a wide variety of media. Can also create lo poly models optimised for use in game engines such as Unity 3D and Unreal.

Work produced for clients including:

Morson Technical Services ltd

AgustaWestland ltd

Finmeccanica

Leonardo SpA

Selex ES

Boeing UK

EXPERIENCE EXAMPLES

Boeing UK Yeovil

Jan 2019 - Present

Working in a remote office in Yeovil I was responsible for co ordinating a small team of 3D artists creating graphics and animation for CBT training courseware. As well as producing graphics I was tasked with ensuring a good level of consistency and maintaining standards throughout the team.

Morson Technical Services

Yeovil

June 2015 – Dec 2018

Working in the client's offices in Yeovil I was responsible for a team of 3D artists creating graphics and animation for CBT and ILT training courseware. As well as producing graphics I was tasked with ensuring a good level of consistency and standards throughout the team.

Main Tasks

*Conversion and optimization of CAD data
Modelling components from photo reference
Creating textures and shaders
Rigging and animation mechanical systems
Rendering graphics and animations*

Finmeccanica Italy

Various Dates

Working directly with the marketing department I have worked on a series of animations for use at trade shows, as well as a realtime VR project involving the creation of 3D assets, in addition to being involved in the decision process regarding output resolution, poly count etc.

Main Tasks

*Creating 3D assets
Optimising models and textures for real time engines
Animation
Rendering and compositing final output*

Leonardo Helicopters

Yeovil

Feb 2011 -March 2013

Based on site on the client's premises, I worked directly with SME's and Instructional Designers to create models and produce graphics in line with the requirements of the training courseware.

Main Tasks

*Conversion and optimization of CAD data
Creating Textures
Rendering graphics and animations*