

# SIMON JOYCE

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**3D ARTIST AND DIRECTOR**

**SIMJOYCREATIONS LTD**

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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 CryEngine 3.*

*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 CryEngine*

*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 CryEngine 3.*

*Work produced for clients including:*

*Morson Technical Services ltd*

*AgustaWestland ltd*

*Finmeccanica*

*Leonardo SpA*

*Selex ES*

## **EXPERIENCE EXAMPLES**

### **Morson Technical Services**

#### **Yeovil**

**June 2015 – Present**

*Working in the client's offices in Yeovil I was responsible for co ordinating a small 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*