

# Mike Pickton

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## QUALIFICATIONS

De Montfort University  
(2010 – 2013)

**Game Art Design BA**

1<sup>st</sup> class honours

A Levels (2006)

Computing (A), Maths (A), Economics (A), Geography (A)

## TECHNICAL SKILLS

### 3ds Max

8 years' experience modelling and related activity. Expert MaxScript user / tool developer. I frequently tutor artists on new and advanced techniques.

### Photoshop

10 years' experience. Accomplished with texturing and image manipulation techniques. Able to compose Actions and VBScript and external automation.

### Maya

6 months of on-the-job learning.

### Mudbox/ZBrush

Moderate experience, familiar with most techniques but limited practice.

### Game Engines

Extensive experience with UDK/UE4 and Snowdrop: levels, materials, VFX and Blueprints. Some experience with CryEngine and Dragon Age Toolset.

### Shaders

Complex shaders built in Snowdrop, UE4, UDK and ShaderFX to create real-time shaders for environments and visual effects.

### Other Scripting

Extensive experience with standalone Python and AutoIT for automation tasks

### MS Office

Extremely competent, experience using VBA to write macros

## SOFT SKILLS

### Management

Managed a team of 2-3 technical artists for 2 years, strong performance.

### Organisation

Careful and structured worker, with outward communication of progress.

### Communication

Transparent and communicative. Friendly, enthusiastic and encouraging.

### Teaching

Delivered teaching to university students for 2 years, and professional game developers. Comfortable with recorded and/or live presentations.

## WORK EXPERIENCE

<b>De Montfort University</b>	1.5 years (October 2015 – current)	<b>Part Time Lecturer</b>
Delivered live demonstrations, workshops and tuition to students across all year groups studying the Games Production module within Game Art. Teaching responsibilities include 3ds, Unreal Engine 4, ZBrush, Substance and other software used in game development.		
<b>Ubisoft Reflections</b>	4 years (May 2013 – current)	<b>Jnr/Int/Snr Technical Artist</b>
In my current role as Senior Technical Artist I am responsible for managing 3 Technical Artists, 3ds Max tooling and the overall workflow and performance of the mission, open world and asset teams. To date, I have worked on the following titles for Ubisoft: The Division, Watchdogs, The Crew		
<b>Lockwood Publishing</b>	6 months (Jun 12 - Dec 12)	<b>3D Artist (Intern)</b>
<b>Codemasters:</b>	13 months total (Apr 08 - Aug 09 with gap for travelling)	<b>QA Technician</b>