

Jack Hale

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I am a confident, reliable, and engaging 3D artist specializing in creating high-impact, connecting experiences across both real-time (XR, Unity, Unreal, Notch) and rendering (Redshift, Octane, Blender, Cinema 4D) pipelines. I combine advanced technical expertise, including managing full 3D asset pipelines and custom project customization, with operational support skills like creating documentation, visual content, and managing technical tickets. Adept at clear communication and operating within a 24-hour international team under tight deadlines, my focus is consistently on enhancing the client experience and delivering tangible business results.

REALTIME	RENDERING	3D MODELLING	TOOLS
Content Production: Notch/Unreal Engine/Unity Media Servers: Pixera/Disguise/Resolume Arena	Octane Redshift Cycles	Blender Cinema 4D zBrush	Photoshop Illustrator After Effects Premiere Pro DaVinci Resolve Substance Painter

Product Specialist

December 2022 - March 2026

Notch, notch.one

- **Creative Technical Consulting:** Acted as a key technical liaison, providing expert consultation and real-time troubleshooting for major studios and clients to ensure painless execution of high-profile interactive live events projects.
- **Content Production and Strategy:** Developed a broad range of multimedia assets, including engaging social media "quick tip" style videos and in-depth user onboarding experiences, to support and elevate the online documentation platform.
- **Solution Development:** Engineered custom technical files and assisted with visual content for complex client requirements, specializing in interactive live events software and media server interaction with Notch.
- **Client Success and Communication:** Enhanced the client experience by managing technical communications across various channels (email tickets, social media forums including Discord) and writing concise technical reports to inform product development.
- **International Project Delivery:** Managed technical delivery under tight deadlines within a 24-hour international team, consistently prioritizing tasks to deliver tangible business results.

3D Artist

September 2021 - February 2022

Taran3D, Taran3D.com

- **End-to-End 3D Asset Pipeline:** Executed the complete production workflow for high-fidelity prop "hero" objects and environments, including 3D modeling, manual retopology, UV mapping, and baking texture maps using Blender and Substance Painter.
- **Real-Time Production:** Optimized and integrated production-ready 3D assets into the Unity environment to support interactive, real-time Extended Reality (XR) projects.
- **Specialized Content Development:** Created visual assets tailored for diverse applications, specifically contributing to educational and charity-focused experiences.

CG Artist

January 2021 – March 2021

Futurium Limited, futurium.co.uk

- **Advanced Rendering Workflow Management:** Optimized and managed environmental assets within a studio setting, utilizing Cinema 4D's advanced features (including the "takes" system, tokens, and render queue) to efficiently visualize specialist product and furniture catalogues.
- **High-Fidelity Content Creation:** Produced and managed the rendering of 360-degree camera imagery, creating high-impact interior and exterior visual content for entire neighborhood visualization projects.

Lighting and Rendering Artist

August 2019 – January 2020

Wardog Collective, wardog.co

- **Creative Visualization:** Contributed to a high-quality environment build, assisting a senior designer in producing a detailed cityscape using Cinema 4D and rendering it with Redshift, leveraging assets from KitBash3D.
- **Studio Content Polishing:** Supported post-production efforts by editing and refining the studio's professional showreel using Premiere Pro.

Freelance 3D Artist

October 2017 - Current

JokCreates, jokcreates.com

- **Product Rendering for Motion Graphics:** Created a spec Honey brand utilising Notch, After Effects, Blender and Substance Painter to master dynamic fluid system, cloner effector and node-based systems.
- **Social Media Scheduled Content:** Created a series of IMAG related social media posts utilising Notch, Davinci and After Effects. These posts highlight the variation of looks that can be created in Notch. Creating looks intended for Live Events and realtime media server usage.
- **Explainer Content Workflow:** Implemented Redshift, After Effects and Cinema 4D to create a series of corporate explainer diagram short form videos. Topics ranged from plumbing heating and fluids, and specialist emollient moisturiser cream.
- **Digital Sculpting and Production:** Executed high-detail digital sculpture using zBrush and 3D modeling refinement in Blender to generate production-ready assets.
- **Advanced Fabrication Pipeline:** Delivered specialized digital fabrication and rapid prototyping solutions for complex physical media, including FDM 3D printing, resin molding, and specialized casting solutions.
- **International Consulting:** Provided end-to-end consulting and project delivery of custom physical media for a diverse portfolio of international clients.

Education

BA Hons Visual Communications: Graphic Communications

Birmingham City University | 2015 – 2018

Qualifications

Disguise

Designer Essentials

Creative Sequencing | 2024

Pixera

Operator Training | 2023

Motion Design Foundation

Created Academy | 2021