

# NATHAN BEERS

## 3D CHARACTER & PROP ARTIST

### PERSONAL STATEMENT

Passionate Games Artist studying a BA Games Arts degree at UCA Farnham, set to graduate in July. Proficient in digital sculpting, as well as creating stylized and PBR textures for 3D models. Coming from a 2D background, I am passionate about creating stylized hand painted assets. Collaborative team player, open to new ideas and feedback to deliver the best designs, keen to learn and develop my skillsets further. I am currently seeking internship opportunities or Junior roles as a character or prop artist.

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### DETAILS

[natebeers3426@gmail.com](mailto:natebeers3426@gmail.com)

### LINKS

[LinkedIn](#)

[ArtStation](#)

[Personal Website](#)

### SKILLS

Maya

Zbrush

Substance Painter

Substance Designer

3D Coat

Unreal Engine 5

Marmoset Toolbag

Photoshop

3ds Max

### EDUCATION

**BA(HONS) GAMES ARTS - UCA FARNHAM, FARNHAM**

SEPT 2022-

PRESENT

- Worked Virtual Production specialist James Simpson, to learn and develop a short sequence taking advantage of UCA Virtual Production set and Unreal. Working on VFX, and assisting on prop building and filming on set.
- Opportunity to work with mo-cap directing actors in an Unreal project, working with MetaHumans to produce a short Sci-Fi animation project
- Completed a Final Major Project, focused on producing stylised sculpted characters and prop assets with hand painted textures

#### **Live brief - Supermassive Games Project Brief: Prop Artist on a Verticle slice**

- Collaborated with a team to develop an interactive narrative verticle slice inspired by "Man of Medan"
- Created detailed props in a realistic PBR style using Zbrush and Maya for 3D modelling & Uvs, and texturing in Substance Painter
- Attended stand up sessions with Supermassive Studio artists for feedback on materials and optimisation of Uvs and topology of assets

#### **Live brief - Two Point Studios [Modding platform](#)**

- Worked on pre-release of Two Point Studios integration of a Modding platform for Two Point Campus, and provided feedback to improve the service
- Produced Concepts for modded decorative assets, and produced 3D models in 3ds Max brought into Unity and tested in-game

**L3 EXTENDED DIPLOMA IN ART & DESIGN**  
**(INTERACTIVE MEDIA) - CARSHALTON COLLEGE,**  
**CARSHALTON**  
*D\*D\*D\**

2012-2014



## EMPLOYMENT HISTORY

**3D & CONCEPT ARTIST - TWO POINT**

APR 2023 &

MAY 2024

- Produced concepts in Photoshop for decorations and artifacts for *Two Point Museum*
- Modelled and textured decoration assets using Maya and Photoshop, to be brought into Unity
- Daily standups on Slack with the lead artist, feedback sessions and progress. Iterating designs and models based on professional feedback

## Interests/ Side projects

### Indie Game Development- Leap's Tale (Working Title)

- Currently working on a prototype Unreal 3D Platformer.
- Developing knowledge of blueprints in Unreal, as well as animation workflows and integration.

### Squishies Crochet -

- My partner and I run a soft toy crochet business, and regularly attend markets
- Understanding how to run a business, and engage with customers to improve our products



## COMPETITIONS/GAME JAMS

### Meet Mat

2023-2024

Joined in the yearly Meet Mat texturing competition, held by Adobe. Using Substance Painter to its limits to produce unique assets.

[Meet Mat 3](#)

[Meet Mat 4](#)

### UCA Game Jam, Farnham

Jan 2024 – Feb 2024

Produce a Greek mythology theme two player platform racer. Created in a small group of 5 in a week. I produced the platforming assets.

[Olympus Ascending](#)

### Rookies Awards

2024

I entered my final 2nd year diorama project into [The Rookies Awards](#), I was later invited to write a blog article about the process.