

Lewis Gadsby

Technical Artist

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About Me

I love technical art because I get to bring together artists and developers of all kinds and help to create a great player experience. I work with a wide range of specialists, tackling a variety of challenges and adapting to a constantly changing workflow.

Experience

Spliced Inc. 2023 - Present

As one of the 3 technical artists in a studio of over 100 developers, my responsibilities are varied, working on materials, shaders, VFX and tools. I created the core master shaders for the material library to instantiate from, developed specialised shaders for visual effects and created engine tools to improve art and design workflows.

Working on such a large scale project, and developing for cross-platform on PC, consoles and mobile has demanded a lot from the tech art department. Effective communication across the studio is a large part of my everyday responsibilities and keeping a team-focused perspective has been core to my role.

Amutri Ltd. 2022 - 2023

At Amutri Ltd, I did freelance work as a technical artist on their real time architecture visualisation tech, utilising Unreal Engine. I developed shaders and materials and created sample cinematics within Unreal.

Skills

- Shader development with HLSL and Shadergraph
- Graphics knowledge and insight into Unreal Engine and Unity
- C# and Python programming fundamentals
- Foundational knowledge in game art, design, programming and maths
- Version control experience with Git and Perforce

Education

Falmouth University: BA; Game Development: Art