JACK BROMHEAD
REAL-TIME PIPELINE TD

WWW.JACKBROMHEAD.COM

JACKBROMHEADUK@GMAIL.COM

07757634528

PROFESSIONAL EXPERIENCE

REALTIME PIPELINE TD
JELLYFISH PICTURES

- Supervising Unreal Engine projects for full CG animation and Virtual Production VFX
- Preparing, designing and building pipeline for integrating Unreal Engine into current pipeline
- Liasing with different departments and projects to work out new ways of introducing real-time workflows
- Building and designing VR experiences

SEP. 2019 - PRESENT

SENIOR 3D ARTIST
BOHEMIA INTERACTIVE SIMULATIONS

- Modelling and texturing various vehicles and props for in-game use.
- Shading and lighing marketing material with Arnold for promotional content
- Overseeing, reviewing and organising outsourced 3D artwork

FEB. 2019 - SEP. 2019

LEAD MODELLER
JELLYFISH ANIMATION

- Supervising the modelling team for a Dreamworks project.
- Liasing and planning with other departments - animation, shading, lighting etc.
- Creating project plans and documentation to help my team work efficiently.
- Problem solving technical issues regarding large, complex environments and characters.
- Modelling assets for Redshift rendering in Maya.
- Responsible for maintain consistent art style through every asset from small background prop, to vast environments.

OCT. 2018 - FEB. 2019

3D GENERALIST
JELLYFISH PICTURES

- Modelling, Shading and Lighting for VFX workflow
- Working in Maya for rendering in Arnold, Redshift and Unreal Engine 4
- Leading R&D projects for using UE4 and Real-time rendering for using in VFX, film and TV.

MAR. 2018 - OCT. 2018

LEAD 3D ARTIST
JELLYFISH ANIMATION

- Supervising the modelling and texture / shading team for Dennis & Gnasher for CBBC.
- Talking, liasing and planning with other departments to manage deadlines and the pipeline.
- Problem solving technical issues regarding large, complex environments and characters with a very tight turnaround time.
- Modelling assets for Redshift rendering in Maya.
- Taking art direction from both the Director and Art Director and feeding it through into the team to maintain the strong art style.

JAN. 2017 - MAR. 2018

3D ARTIST
JELLYFISH ANIMATION

- Modelling, Shading and Lighting for 52-part TV series
- Working in Maya for rendering in Redshift.
- Delivering content with strong art style

SEP. 2016 - JAN. 2017

CREATIVE DIRECTOR
BIG RED EIGHT / THE INNOCENT DEVILS

- Designing, planning and producing a number of games for mobile, PC with Unreal Engine 4 and custom engines
- Responsible for modelling, shading, texturing, rigging and animating content within a micro-team
- Chosen by Epic to represent UE4 at EGX in London 2014.

JAN. 2013 - PRESENT

PROJECT MANAGER
PROJECTFIVE IT

- Designing and planning complete IT solutions for small, medium and large businesses in South UK
- Managing and prganising a team of 20 IT engineers
- Responsible for over 50 clients, and being single point of contact for all IT issues ranging from day-to-day to large office moves.

FEB. 2015 - SEP. 2016

PERSONAL RELEASED GAMES

CONGO
UNREAL ENGINE 4
Multiplayer online and local co-op survival shooter released in 2016 on Steam. Built with UE4

THE LAWLESS
CUSTOM ENGINE
Singleplayer first-person shooter for iOS and Android devices released in December 2013.
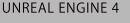
SOFTWARE & SKILLS

- MAYA
- PHOTOSHOP
- ARNOLD
- SUBSTANCE PAINTER
- REDSHIFT
- ADOBE AFTER EFFECTS
- UNREAL ENGINE 4
- ZBRUSH
- ADOBE PREMIERE