



# DANIEL PITTS

VR/AR & 3D  
VISUALISATION SPECIALIST

## SKILLS

### UNREAL ENGINE 4



Visualisation, Blueprints/C++.

### 3DS MAX



Modelling, Unwrapping, Rendering.

### ADOBE COLLECTION



PBR Texture Creation, Graphics.

### SUBSTANCE PAINTER 2



Painting Detailed PBR Materials.

### UNITY



Game/App Development, C#.

## GET IN TOUCH

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## PORTFOLIO



[danielpittsdev.wixsite.com/portfolio](http://danielpittsdev.wixsite.com/portfolio)

References available upon request.

## PROFILE

Dedicated VR/AR and realtime visualisation specialist with five years' experience developing games during education. With two plus years of professional experience managing projects and developing tools and VR experiences for retail clients. Extensive working knowledge of the game development pipeline. Work mainly focuses on the art and development side of the pipeline, looking to get stuck into the industry and be involved in endless amazing projects.

## PROFESSIONAL



### 3D ARTIST & DEVELOPER JB Communications

11. 2017  
Current

Position: **Senior**

Focus: **Unreal Engine 4, VR/AR, 3DS Max, C++**

#### Projects

**Architectural Visualisation:** Created realistic realtime visualisations that work for both PC and VR with user customisability using the Unreal Engine 4.



## EDUCATION



### University The University Of Wolverhampton

09. 2016  
05. 2017

Qualification: **BA (Hons) Computer Games Design**

Awarded: **First Class Honours**

#### Projects

**Mirror:** Created a puzzle game in Unreal Engine 4 where the player is able to look into and switch between different time zones.



## WORK EXPERIENCE



### JB Communications London

#### 3D Artist/Developer 11. 2017 - Current

At JB Communications I have programmed many new tools to help our retail clients push their story and sales vision to their clients. These tools are in place to ultimately help them customise their solution to their own needs. At JB I am also in charge of many client meetings and projects along with our 3D artists and programmers, having one to one contact with the client and working with them to help produce their vision.

Along with this I have pioneered VR and realtime visualisation with Unreal Engine in the company, opening up many new avenues for client conversation and vastly improving their perception of the customer collaboration centres we build for them.