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## WORK

### d3t ltd - A Keywords Studio

8th June 2020 - Present

Technical Artist | Unannounced Sports Project | January 2026 - Present

Technical Artist | Unannounced Open World Story Project | 3+ Years

- Working on procedural systems to generate world lighting data using Houdini
- Procedurally creating art content using bespoke tools created in Houdini
- Integrating art content in engine
- Managing work loads, reporting progress and time management amongst team
- Scraping and delivering data on asset quality and usage using python and power BI
- Creating python scripts to batch process assets

Junior Technical Artist | Hogwarts Legacy | 2 Years

- Managing and optimising large collections of foliage/geology assets to be performant in-game whilst retaining quality.
- Developing foliage billboard generator to keep world foliage lush at distance.
- Working with programmers on level streaming to optimise travelling through the world whilst maintaining world continuity.
- Creating python scripts to batch process assets

### AO.com

September 2018 - 5th June 2020

3D Modeller

Modelling and rigging highly detailed realistic appliances for use in product advertisement videos. This would normally be white goods appliances but also included things like mobile phones and shoes.

### Freelance

2016 – 2018

Designing and visualising environments for shops and public spaces. Using a variety of renders and games engines to provide offline and realtime experiences.

## EDUCATION

### High Melton University

3D Animation and Games Design - 1st with Honours

### Doncaster College

3D Animation and Games Design - Distinction

## SOFTWARE & EXPERTISE

Unreal Engine | Unity | Autodesk Maya | 3ds Max | Blender | Substance Painter | Substance Designer | Houdini | Photoshop | Python | C++

Asset and Game Optimisation | Building engine and DCC tools for artists | Prototyping features | profiling features for performance improvement | Content control and management

## ABOUT ME

Hi, I'm Adam Knight, a Technical Artist with over five years of experience in the games industry, and three years in product and environment design. I love combining technical problem-solving with creative storytelling to bring immersive worlds to life. Outside of work, I spend my time hiking, camping, cooking, baking, and making art. I'm also developing a game in my spare time and enjoy connecting with students and emerging creatives through mentorship and engagement.