

DAVID BAILEY

– UNREAL DEVELOPER

– ABOUT

Name David Bailey
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– EDUCATION

University of Teesside
BA (Hons) Computer Games Art
First class

– BIOGRAPHY

I am an Unreal Engine Developer and Environment Artist. I am a confident creator across the whole development cycle, able to bring knowledge in multiple disciplines to bear; from 3D content creation to interactive systems design. I excel when adapting to new and exciting challenges; creating innovative and memorable experiences across a diverse range of hardware.

I have spent the last few years at the forefront of Virtual Reality development, creating a strong portfolio of award winning experiences. In recent years I have worked with a whole host of VR hardware devices, every major (and some minor) realtime engines, and many early access/beta technologies.

I have a keen interest in Game Development and I constantly strive to create more involving and memorable experiences for players. I am passionate about efficient tool creation, project structuring, collaborative iteration, elegant game mechanics, and beautiful worlds.

Since I began in this industry, I've enjoyed participating in many game jams to hone my skills in a high intensity environment. With several talented teams, I've always finished the jam with something to be proud of.

– EMPLOYMENT

Rewind.co - Lead Unreal Developer
May 2014 to Present

Rewind approached me whilst looking for a UE4 Creative Developer. I accepted a place, and quickly became an essential member of their growing team. During my time at Rewind we grew in size and quality, through the hard work of many capable and dedicated members of our team. Now, in 2017, it is carving out a reputation as a high quality groundbreaking Virtual Reality studio.

Rewind has created some beautiful pieces of content, and I am proud to say that much of the design and artwork in our experiences was created by my hand, or under my direction. I played a big part in defining a smooth pipeline from 3D to engine, and spent many an hour pushing pixels or blueprint nodes to ensure our content excelled.

Whilst at Rewind I established a VR prototype project for creating VR experiences in UE4. I essentially created the foundation from which all our VR content could be grown. As part of my system, I created templates for a vast range of interactions, which has resulted in significantly decreased time taken for the company to create VR content. I also worked with the tech team to establish various other systems, including an automatic build system which enables anyone on the network easy access to the latest packaged project and allowing us to run scheduled builds during the day for iterative testing and progress records.

I have been integral to most of Rewinds Unreal Engine projects, contributing across the board from Animation to Materials and Blueprints. I have also often been leading the charge of doggedly optimising each experience to run smoothly on the target hardware for VR.

Ubisoft - Environment Artist (Intern)
May 2013 to May 2014

At Ubisoft I worked on Watchdogs and The Division. I worked with a great team of artists, taking props through the whole pipeline and into the final games. I worked on creating and optimising LODs for assets, crushing entire scenes down to single calls, and spent lots of time in our in-house engine, find creative ways to repurpose existing systems to improve the end result without requiring heavy programmer involvement. During my time there, we spanned the gap between 'current' and 'next' generation hardware, which came with a whole host of interesting technical and artistic challenges.

My time on The Division was spent creating in game assets, a blockout system for the designers to start quickly iterating gameplay with and creating the art assets for a ladder system which designers used to place climbable ladders. I also helped bring new members of the Division team up to speed with the engine as they were moved over from other projects within the studio.