

JESSE OLCHAWA

TECHNICAL ARTIST



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LOCATION - Northampton (I can drive or relocate to anywhere in UK)

ABOUT ME

I enjoy technical art as I get to resolve problems and create tools for a wide variety of artists in games. From creating colourful shaders for stylised or realistic meshes to robust procedural mesh tools; the role provides a new challenge every day. I also love the collaboration aspect of helping develop solutions for new workflows artists may not have tried yet, thinking outside the box to push what is possible in games!

EXPERIENCE

Lecturer (Tech Art) @ De Montfort University (March 2024 to Present)

- Developed wide range of character, environment and prop-based shaders for both stylised and realistic student projects. Programmed artist tools using Python and Maxscript. Experienced with modelling workflows alongside creating procedural mesh tools for Unreal Engine. Created interactive level and UI blueprints. Implemented engine LODS for optimising runtime alongside regular performance auditing using profiler. Lit and rendered student work. Written user guides and documentation for all tools.

Stylised Tree Generator (3DSMAX to Unreal Engine)

- Robust tool for generating stylised trees in 3DSMax for UE.
- Vertex shaders provide quick iteration whilst using optimised geometry.
- Fully written documentation with mesh optimisation toggles.

Unreal Authorised Instructor 2025 – Silver Award (Tech Art)

EDUCATION

Undergraduate Bachelor's Degree in Game Art BA (Hons)

De Montfort University – Leicester (October 2020 to May 2023):

- Full game ready 3D asset pipelines; modelling + UV Unwrapping (3DSMax), baking and texturing (Substance Painter), TRIMS and tileable texturing (Substance Designer) and high poly sculpting using Zbrush.
- Student work featured in Unreal Student Showreel of 2023

SOFTWARE

- | | |
|--------------------------------|---------------------|
| • 3DSMax/Maya | • Houdini |
| • Substance Painter + Designer | • Python |
| • Unreal Engine 5 | • Unity |
| • Blueprinting | • Github & Perforce |