



# Bailey Martin

## Technical Artist

### - CONTACT -

**Contact:** Contact@Bailey3D.com

**Portfolio:** Bailey3D.com

### - LANGUAGES -

General: **Python, C++**

Shaders: **HLSL / GLSL, Node Based**

Unreal: **Blueprint, Materials**

3DS Max: **MaxScript, C++ SDK**

Scripting: **PySide / Qt**

Working Knowledge: **C#, JavaScript**

### - SKILLS -

*Shader Programming*

*Art Pipeline Development*

*Tools Development*

*Content Profiling / Optimisation*

*Procedural Asset Generation*

*Data and Asset Management*

### - SOFTWARE -

3D: **3DS Max, Houdini**

2D: **Substance Painter,**

**Substance Designer, Photoshop**

Source Control: **Git, Perforce**

Engines: **Unreal Engine, Unity**

Working Knowledge: **Blender, Maya,  
City Engine**

### - CREDITS -

**Dead Island 2**

*(PC, PS4, PS5, Xbox One, Xbox Series X/S)*

**F1 2022**

*(PC, PS4, PS5, Xbox One, Xbox Series X/S)*

**F1 2021**

*(PC, PS4, PS5, Xbox One, Xbox Series X/S)*

**F1 2020**

*(PC, PS4, Xbox One)*

### - EXPERIENCE -

**Deep Silver / Dambuster Studios (Dead Island)**

*Technical Artist, October 2021 - Present*

- Assumed ownership of Art Tools and Pipelines.
- Developed a common tools framework for a variety of softwares, encompassing:
  - CI/CD Pipeline, ensuring smooth tools distribution, versioning, and testing.
  - A flexible Plugin, Module, Tooling, and Packaging framework.
  - Shared core libraries, enabling data and functionality sharing between applications, via Python, and Compute based libraries.
  - Telemetry, Exception Logging, and Documentation Systems.
- Collaboration with Art Leads to seamlessly integrate assets and pipelines into the engine and address art-related performance issues.
- Specialized tools for areas such as:
  - Geometry Processing, Validation, and Generation Tools.
  - Texture Processing, Optimization, and Automated Analysis.
  - Pipeline Automation, Batch Processing, and Data Analysis.
  - Asset Validation, Export, and Data Processing Tools.
  - Source Control integration in third party softwares.
- Modernized legacy tools and libraries, introduced GPU Acceleration, Threading, and optimized logic where possible to boost performance significantly.

**Electronic Arts / Codemasters (Formula 1)**

*Technical Artist, June 2019 - October 2021*

- Implemented procedural terrain and ground cover systems for gen-9 platforms.
- Conducted R&D and prototyping for future F1 titles.
- Developed procedural tools for environment, vehicle, and character art.
- Data management, pipeline automation, batch processing of internal and external data, and asset optimization.
- Created and optimized HLSL shaders for the F1 engine.
- Unification of various F1 art pipelines.

### - EDUCATION / AWARDS -

**Computer Games Art (BA Hons) - [First-Class Honors]**

*Solent University, 2016 - 2019*

**Games Development (BTEC Level 3) - [Distinction - Merit - Merit]**

*Burton & South Derbyshire College, 2014 - 2016*

**Technical Art Award**

*Grads In Games / Ian Goodall - April 2019*