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### Software Experience:

	3dsmax:	24 years
	V.ray:	15 years
	Photoshop:	20 years
	Autocad:	20 years
	Unity:	12 years
	Unreal:	1 year
	SQL server:	2 years
	C Sharp:	5 years

### Contact Card:



## Stephen Southern

'I consider myself to be a 3D Generalist with a diverse wealth of knowledge and experience, that enables me to be a good problem solver who can think outside and beyond the box'.

### Work Experience

#### 2020-Pres. BoxBear- XR Developer/Technical Artist

(Hololens, Magic Leap 2 and Oculus platforms). Unity 2020; Shader Graph; OpenXR; Unity XR; Photon; Mechanim; C#, Visual Studio, UE5 Virtual Production, PlasticSCM.

#### 2019 M Integrated Solutions- Visualiser (3dsmax 2020 and vRay).

**2018 Theorem Solutions- Technical Artist/Unity Developer**, C#, Visual Studio.UI/UX design for Hololens, Oculus Quest and a VR application (Unity3d). Avatar design and rigging (3dsmax). Sprite sheet creation for VR/MR menu (photoshop).

#### 2017 - 2018 Telling Architectural – Design Manager.

Design/build CAD drafting and detailing (Autocad). Liaising with clients, engineers and architects. Attending project meetings and making site visits. Coordinating and interfacing with other trade contractors.

#### Major Projects- GRC Cladding for 50-60 Station Rd.

#### 2002-2017 ARCMotion- Partner, Architectural Visualiser.

Running a busy visualisation company- <http://www.arcmotion.com/>

**Major Projects-** Author and developer of the award winning **Tram-Pro** tram training simulator software for Manchester and Nottingham trams <http://www.tram-pro.com/>


1080p TVC CG animation and renderings for the Venetian, Macau. Sales brochure renderings and photomontages for Park Island, The Arch, and Manhattan Hill developments.

### Skills

- \*3D modelling, texturing, rendering and animating- 3dsMax, v.ray, Unity.
- \*Software development- Unity; javaScript; c#, .NET; Xcode; Blueprint.
- \*VR environment modelling and texturing- 3dsmax & Photoshop & Unity.
- \*Client account management- Aedas, Arups, Ricardo Rail, Sands Macao.
- \*Database design/maintenance- MSSQL and Ms Access.
- \*Video editing- Adobe Première, Canopus Edius.
- \*Virtual production- Unreal UE5 and Composure.
- \*Apple and Android app development- <http://www.invictagames.co.uk>
- \*Network administration- Windows Server, Synology DSM; SVN and Git.

### Achievements

BSc (Hons) Computer Science, University of Hertfordshire- In progress...

 2 published mobile apps on both ios App store and google play store

A-Level Maths (pure and applied).

City & Guilds in Autocad 2d&3d.

iCADA Cad User of the Year 1994

City & Guilds in Stone Building Technology and Site Procedures.Science