

Peter Fury
3D Artist (Character & Environment)
London, UK | Remote-friendly | Willing to relocate
+44 7541 230 521

peterfury.com/3dart | [linkedin.com/in/natehawke](https://www.linkedin.com/in/natehawke) | natehawke.struggles@gmail.com

PROFESSIONAL SUMMARY:

I'm looking for a 3D art role - character, environment, or prop - where I can apply full-pipeline modelling, texturing, and shading skills. My design and engine background means I also read well how assets need to perform in gameplay, not just how they look in a turntable.

3D Artist with a foundation in 3D design, animation, and character art (Noroff Institute, Teesside University), and 18 years working across AAA and indie game development. Delivered full-pipeline, game-ready character models and environment props early in my career, and have kept hands-on 3D art and texture/shader work active ever since, most recently developing a repeatable process for customising off-the-shelf assets to give low-budget indie projects a distinct visual identity. Eight years at Square Enix sharpened my eye for visual quality bars and build-level polish across AAA titles.

SKILLS:

Blender, ZBrush, Substance Painter, 3DCoat, Material Maker, Cascadeur, Character & Environment Modelling, Texturing & Shading, Prop Art, Full-Pipeline Asset Production

WORK EXPERIENCE:

INDEPENDENT DEVELOPMENT

2020 - Present

Continuous hands-on prototyping and asset work in Unreal Engine and Godot alongside full-time work.

Zero Protocol - Action-RPG

2025 - TBD

Solo-developed isometric dark sci-fi action-RPG, with a strong focus on maintaining a distinct visual identity on an indie budget.

Key Achievements:

- Developed a repeatable process for customising asset-store content through texture, shader, and animation adjustments, avoiding the "unmodified asset store" look.
- Established lightweight workflows for collaborating with contracted artists, balancing scope, iteration speed, and visual quality.
- Built and iterated on playable combat spaces, informing prop and environment composition through direct gameplay testing.

Crystal Drive Z - Arcade Roguelite

2026

Solo-developed and shipped in Godot 4, creating the project's visual presentation alongside its design, code, and audio.

Key Achievements:

- Established a cohesive sci-fi identity across five ships, three pilots, enemies, upgrades, and four authored boss encounters.
- Integrated visuals directly with physics-driven gameplay, progression, and encounter readability.

Additional Product Prototypes

2026 - Present

Designed and developed PowerUp Workout and Resonance Social in Godot 4.6, creating distinct interface systems and presentation styles for portrait fitness and desktop analytics products.

Crystal Drive - 2D Top-Down Space Runner

2025

Solo-developed and shipped on itch.io, designed and built in three weeks.

SQUARE ENIX LONDON STUDIO

2018 - 2025

Global Development Support & Communications Lead

Embedded with the External Studios portfolio (Outriders, Life is Strange, Just Cause), evaluating builds against visual and gameplay quality bars.

Key Achievements:

- Detected a PlayStation build visual regression; isolated the cause and drove a pre-launch fix.
- Planned and delivered large-scale hands-on demo builds for global reveals and press events, coordinating closely with art and production teams on presentation quality.

F-GEN CREATIONS - 3D Artist, Animator & Game Designer 2012 - 2016

Freelance full-pipeline, game-ready character models and environment props for university and start-up projects, alongside animation and design consultation - taken on alongside full-time employment elsewhere during this period.

DRY WIT GAMES - Game Designer & 3D Artist 2008 - 2010

Started as a 3D artist; quickly expanded into animation and game design on indie projects.

PQUBE - Event Producer and Western Communications 2015 - 2018

Ran structured playtests, providing design, UX, and readability feedback to international development partners.

UBISOFT - QA, Technical Support & Gameplay Capture 2010 - 2012

Became the first dedicated gameplay capture artist in the UK, requiring close familiarity with builds, tools, and visual presentation.

EDUCATION:**Noroff Institute, Oslo, Norway 2006 - 2008**

Bachelor of 3D Design and Animation; Major in 3D Film Production

Teesside University, Middlesbrough, UK 2008 - 2009

Bachelor of Computer Games Art; Major in Character Design

Teesside University, Middlesbrough, UK 2010 - 2011

Master of Games Art; Major in Game Design

TOOLS & SOFTWARE:

Blender, ZBrush, Substance Painter, 3DCoat, Plasticity, Material Maker, Cascadeur, plus Unreal Engine, Godot, and Unity for in-engine asset integration.

SELECTED SHIPPED TITLES:

Outriders, Outriders Worldslayer, Just Cause 4 + DLC, Life is Strange 2, Cat Quest, Guilty Gear Xrd Rev 2, Far Cry 3, Rayman Origins, Assassin's Creed Revelations