



# SIMON EVANS

LEAD TECHNICAL ARTIST AND FULL STACK WEB DEVELOPER

## CONTACT

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## EDUCATION

### BA Computer Animation

University of Teesside  
2004

### A-Level Art, Physics, Maths

## SKILLS

- C#
- Shaders
- VFX
- Tools and Pipeline Development
- Unity
- Unreal
- Python
- PHP & Laravel
- Full Stack Web Development

## PROFESSIONAL OVERVIEW

Experienced Lead Technical Artist and API Developer with 20+ years in gaming and tech industries. Expertise in technical art, software development, and project management across multiple platforms and tech stacks. Skilled in core game and engine feature development, architecting and building data pipelines, profiling and optimisation, VFX, and developing game server backends and APIs. Proficient in Unity, Laravel, GraphQL, and languages like C#, Python, PHP, and JavaScript. Strong background in shader development, procedural materials, and real-time effects. A proficient team leader skilled in management, agile methodologies, and providing technical consultation, guidance and mentoring.

## WORK EXPERIENCE

### *Lead Technical Artist*

Jagex, Cambridge (Remote, Contract)

Jan 2015 - Present

- Aiding the transition from in-house Java-based tools to modern DCC tools like 3dsMax, Maya, Z-Brush, and Substance Painter.
- Began in an R&D role analysing existing tools and methods within Runescape's data storage formats, leading to the adoption of industry-standard tools while maintaining backward compatibility with over 20 years of art assets.
- Implemented new tools and pipelines, ensuring they adhered to the game's technical requirements and limitations for a smooth transition with minimal disruption to release schedules.
- Provided technical consultation for Chronicle: Runescape Legends' iPad port, focusing on mobile-friendly shaders, a bespoke multi-layered post-effects system, and asset data management to ensure platform compatibility.
- Advised on server/client asset data management to facilitate remote streaming of assets, allowing updates without frequent Apple re-submissions.
- Prototyped shaders using Unreal during the R&D phase of a new product, particularly focusing on post effects.
- Interviewed candidates for new Technical Artist and Animator positions.
- Conducted R&D and prototyping of VR control and interaction systems using Oculus Rift and HTC Vive, and rapidly prototyped games in Unity 3D, primarily for VR.
- Provided technical consultation, guidance, and assistance for new technologies, including prototyping RuneScape's new VFX game technology in Unity with the ECS and Job system.
- Built and continue to maintain an internal web-based asset database management system using Laravel PHP, GraphQL, neo4j Graph Database, Elastic Search, and VueJS.
- Integrated the asset management system with third-party tools like Autodesk Flow, Jira, Slack, and Perforce.

### ***Lead Technical Artist***

Spectarium, Finland (Remote, Contract)

Sept 2025 - Present

- Added 3D rendering support using three.js to Pixi based 2D web browser card game, Mintarium.
- Wrote shaders in HLSL for rendering multi-layered card effects, including card frame separation, depth via parallax scrolling, flipbook/UV sprite animation and various multi-UV layer blend effects including normal map distortion, colour manipulation and shader-based vertex animation for certain dynamic fracturing effects.
- Implemented a curve-based animation sequencing system, including exporters from Blender to allow artists to author animation using curves in Blender and sequence them together for in-game effects.
- Implemented ribbon trail particle system directly in three.js complete with configurable parameters and flipbook UV animation.
- Implemented APIs allowing for programmatic shader value changes.
- Implemented 3D interaction for tilting and flipping playing cards.
- Implemented keyframe animation system and exporters from AfterEffects for more complex root controller-based animation scenes.

### ***Lead Technical Artist and API Developer***

Fabulingua, Texas (Remote, Contract)

Feb 2020 - Present

- Profiled and optimised scenes and created VFX layouts for Fabulingua's Unity based 2D Spanish language educational game.
- Established the 2D animation pipeline using Unity and Spine for seamless integration of illustrators' and animators' work.
- Built and maintain the game server backend and API, including developing systems for schools to manage large-scale classroom learning.
- Utilised Laravel, neo4j Graph database, and GraphQL API to ensure fast storage and retrieval of game and user data.
- Integrated with third-party APIs and systems like clever.com for SSO login, CustomerIO for class management, RevenueCat for statistics, and Unity Services Web API for save game data.

### ***Consultant Technical Artist***

Fundamental VR, London (Remote, Contract)

Oct 2020 - Feb 2021

- Contributed to the development of various VR applications in Unity for medical and surgical training simulations on Oculus Quest, Rift, and Vive.
- Profiled and recommended optimisations for complex VR scenes to maximise framerate using the Unity profiler and tools like RenderDoc.
- Focused on maintaining maximum visual fidelity and realism on VR platforms.
- Created various shaders for specialised effects, including a separable sub-surface scattering skin shader for dynamic interactive skin.
- Developed shaders for blanchable retinas and modified built-in URP shaders for enhanced UX.
- Extended shaders for features like semi-transparent skin, masked double-sided cloth to reveal muscle and bone structures, and 'reveal shaders' to simulate draping material over machinery.

### **Lead Software Engineer**

Enjin, Singapore (Remote, Contract)

Jan 2018 – Mar 2025

- Enjin utilises Polkadot substrate blockchain technology to enable a cryptocurrency (ENJ) backed system for game developers creating and distributing blockchain items and currency, allowing users to store their items on the Enjin blockchain and facilitate trading using blockchain technology.
- Spearheaded the design, architecture, and development of the open-source 'Enjin Platform' API—a collection of Laravel packages enabling developers to mint, distribute, and manage tokens on the Enjin Blockchain via an intuitive HTTP GraphQL API.
- Contributed significantly to the codebase, applying best practices in software development to improve functionality and maintainability.
- Led a team of developers, ensuring the successful implementation, maintenance, documentation, and support for the complete codebase.
- Integrated websocket-based blockchain nodes, third-party notification services, and cloud-based storage systems, leveraging the Laravel PHP framework for connectivity with the platform's MySQL databases.
- Prioritised code quality through extensive PHPUnit testing and adhered to regular release schedules and deployments.

### **Lead VR Developer**

StellarVR, Milton Keynes (Contract)

Jun 2016 – Jan 2017

- Worked on Korix, a Unity based 'Real-Time Strategy Defense' game for Sony PlayStation VR, responsible for optimising and delivering the game's codebase and artwork.
- Integrated multiplayer services via PSN using Unity3D and NPToolkit.
- Optimised art assets using 3ds Max and wrote optimised in-game shaders to achieve the game's art style.
- Analysed and optimised the existing codebase to reduce CPU overhead and meet the 120fps target on PS4 Pro.

### **CTO**

Showplans, Wincanton

Jun 2012 – Jan 2015

- Joined Showplans as Director, CTO, and Developer to create real-time interactive 3D software for the exhibition and events industry.
- Developed web-based data storage, management systems, and APIs for Unity 3D Webplayer, converting 2D AutoCAD data into 3D mesh displays.
- Created UI and camera controls using Unity, and secure web-based user management systems for user accounts and bookmark data.
- Prototyped exhibitor booking and management systems within the Unity viewer for event organisers.
- Managed outsourcing for the mobile app version, later bringing development in-house.
- Provided client support and feature implementation for events like The London Marathon Expo and Farnborough Airshow.
- Progressed to include project management duties, hiring and managing a development team, using Agile practices and JIRA.

- Contributed to the strategic vision and company culture, using lean methodology for development, managing budgets, and overseeing IT and office management.

### ***Lead Technical Artist***

Relentless, Brighton (Contract)

May 2011 – Jun 2012

- Conducted R&D using Kinect to develop real-time effects based on particle clouds driven by depth data.
- Designed and implemented pipelines and shader systems for 3D Studio Max, enabling its use as a world editor with real-time, renderable versions of game shaders using Nitrous and Mental Ray MetaSL.
- Collaborated with tools and engine teams to create asset and world validation tools and exporters for rapid deployment to Xbox 360 Dev Kits.
- Worked with Technical Director and Art Leads to plan and execute new software and updates, ensuring minimal disruption to daily workflows.

### ***Technical Art Lead***

Codemasters, Guildford

Sep 2008 – Mar 2011

- Designed and implemented pipelines to support the Art Teams during the early development of the Ego toolset.
- Developed object exporters, validation tools, and Maxscript libraries to support the Ego asset pipeline and conducted R&D to enhance asset production speed.
- Contributed to the development of core game technology to ensure the Art Team could meet complex data requirements.
- Developed shaders using HLSL in a deferred renderer environment and Mental Ray's MetaSL for 3ds Max viewport shaders.
- Created tools in Maxscript and C# using Windows Presentation Framework and Microsoft Office Ribbon UI components.
- Served as Scrum 'Client' for Codemasters Guildford Tools Team, ensuring tool features met Production Team needs.
- Supervised World Editor and Pipeline feature development through multiple release cycles while designing a beta test program for tools.
- Managed cross-studio Art Team support, providing documentation and guidance during challenging production phases.
- Mentored and trained new Technical Artists, conducted team appraisals, and managed personnel, focusing particularly on Maxscript proficiency and TA methodologies.

### ***Technical Artist***

Pivotal Games, Bath

Aug 2002 – Aug 2008

- Collaborated with programmers to develop new tools and technology, enhancing workflows with MaxScript and developing artist-friendly software using CGI, PHP, and SQL.
- Led and mentored a small team of artists in planning and producing cinematics, special effects, and in-game destruction animations using physics simulations.
- Modelled and textured a wide range of assets, from small props and weapons to vehicles and entire environments.

- Worked in teams to effectively communicate and develop the look and feel of environments, managing tasks and assets efficiently.