Ewan Couper

Lead Unreal Artist

With experience across architecture, automotive and the arts I've developed a comprehensive creative and technical skill-set for crafting high quality real-time environments and visuals. Working in multi-project environments I've been responsible for leading projects and art teams while being key in establishing pipelines and delivering immersive experiences across desktop, mobile and XR platforms.

Experience

3D Technical Artist
Hauser & Wirth, London
March 2022 - Current Position

Associate, Lead Real-Time Artist
Foster + Partners, London
November 2020 - March 2022

Real-Time Artist
Foster + Partners, London
June 2018 - November 2020

Real-Time Artist
AVR London, London
May 2016 - June 2018

Visualisation Intern
BMW Design Group
August 2014 - August 2015

References available on request

Expertise

Extensive experience with Unreal Engine 4 and 5 including Blueprints, Datasmith and Sequencer

A keen grasp of the latest real-time pipelines and requirements for creating highly optimised assets and scenes

A strong understanding of artistic fundamentals including, form, lighting and scene composition for visual storytelling

An eye for detail and realism when creating materials and modelling environment assets

Leading teams and projects in hybrid work environments, delegating tasks and facilitating an inclusive and engaging atmosphere

Maintaining and improving environment content pipelines through researching and adopting new tools and working practices

Creating team documentation for best practise, naming conventions and directory standards

Working under pressure to meet deadlines, self managing and prioritising project requirements in a multi-project environment

Strong communication skills, collaborating with multi-disciplined teams and stakeholders for realising project outcomes

Proactive attitude towards learning and continued professional development

Qualifications

Associate Management Training
Foster + Partners
2021

2:1 B.A. Hons, Game Art
De Montfort University
2016

Software

Adobe Creative Suite
Autodesk 3Ds Max
Autodesk Revit
Autodesk Shotgrid
Perforce

Quixel Megascans
Rhino
Substance Suite
Unreal Engine
Unity