

James (Jamie) Marland

Technical Art CV

Tech Art Intern @ Epic Games

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PERSONAL SUMMARY

► I'm a technical artist focused on developing tools, production pipelines, and optimised shaders. I have practical experience creating procedural assets and optimising workflows in Unreal, Unity, and Houdini. My programming background includes C++, C#, and Python applied across various engines and DCCs. I've been the producer of two large-scale group projects, one of which was a finalist for Game of the Year | Console & PC at The Rookies 2025.

KNOWLEDGE

SOFTWARE

► Unreal Engine | Unity | Houdini | Blender |
Photoshop | Premiere Pro | Perforce |

Languages

► Python | C++ | C# | HLSL | VEX

Skills

► Shaders | VFX | Materials | Niagara | Lighting | HDAs | Procedural Generation | PBR Workflow

► Tools | Pipeline | Scripting | Programming | Blueprints | Plugins | Documentation | Profiling | Optimisation | Houdini Engine | OOD

► SCRUM Master | Project Management | Game Design | Art Direction | Source Control | Retrospectives | Style Guides

EDUCATION

Escape Studios

SEP 2023 - JUNE 2026

► BSc (Hons) Technical Art for Games & VFX - Grade: In Progress (Year 2: 1st)

Chelmsford College

SEP 2021 - JUNE 2023

► UAL Extended Diploma in Creative Media Production and Technology (Games Design) - Grade: Distinction* (Equivalent A*A*A*)

ACCOLADES

The Rookies

► Borderline Racing received draft selection and finalist awards for Game of the Year | Console & PC 2025.

WORK EXPERIENCE

Tech Artist Intern | Epic Games (Upcoming)

JUL 2026 - OCT 2026

► Will be involved in pipeline development with the Quixel Team.

Technical Artist | Segritude Games (Contract)

DEC 2025 - APR 2026

► In Charge of Tools, Lighting, Optimisation, R&D Development, and Technical Documentation.

PROJECTS

Project UMBRAE | Year 3 Group Project (Ongoing)

6 Months | Producer / Tech Artist

► Managed the project's development and 15-person team as producer and technical artist.

► Developed a cross-team asset validator and naming convention enforcer as a C++ plugin with a user base of ~30 people. Supports auto-fixing, import dialogue, and complete customisation of prefixes, suffixes and system behaviour. Also includes a rule-based, customizable system that uses queries and actions to automate asset-type validation.

Tool Brick | Advanced Specialism

2 Months | Pipeline / Scripting

► Created a cross-software LEGO Pipeline tool making use of Python for JSON, file processing, and web API calls, Houdini to make a Batch PCG Network for LEGO brick generation and stud position algorithm, and a front-end artist-friendly toolset and UI in Unreal with searchable categories, thumbnails and placement systems.

► Built a recreation of Emmet's Apartment from The LEGO Movie to show off the tools, capabilities, and QoL features. Released the full tool on GitHub and made a guide, documentation, and breakdown.

Borderline Racing | Year 2 Group Project

3 Months | Producer / Tech Artist / Programmer

► Managed the project's development and 12-person team as producer, keeping the project on track and scaling as needed.

► Recreated the iconic Borderlands Outline shader and all the project's master materials, adding artist requests.

► Created tools & materials based on the artist's needs, such as cables, modular skyscrapers, and a vertex painting setup

► Served as the team's main programmer, implementing the arcade vehicle movement and stats, all item behaviour, damage handling, menu camera, damage and position UI,

► Used Insights, Nanite, LODs, material switches and scripts to adhere to project restrictions and remain optimised.

RIGHT TO WORK

Dual Citizenship | England & Germany

► Right to work for the UK and EU.