

Adam Hayward

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Junior 3D Environment & Hard Surface Artist Profile

[LinkedIn](#) • Bournemouth, England

[Portfolio Website](#)

Dynamic professional with specialisation in environment art and world-building, combining hands-on experience in AAA game testing and strong foundations in real-time 3D asset creation.

Skilled in developing semi-realistic environments using modern pipelines in Unreal Engine 5, focusing on lighting, composition, and immersive storytelling. Demonstrates practical understanding of full environment production workflows from modelling and texturing to in-engine implementation and optimisation. Proven ability to work across multiple platforms for functionality, exploratory, and stress testing, while bringing a detail-oriented approach to artistic creation and technical aspects. Proficient in Adobe Substance 3D Painter, Photoshop, Autodesk Maya, Blender, and Unreal Engine.

Area of Expertise

- ◆ Environment Art & World Building
- ◆ Lighting & Visual Storytelling
- ◆ Asset Optimisation & LODs
- ◆ Modular Asset Development
- ◆ Real-Time Rendering Techniques
- ◆ Level Art & Scene Composition
- ◆ Hard Surface 3D Modelling
- ◆ PBR Texturing & Material Creation
- ◆ QA Testing & Performance Analysis

Education

Bachelor of Arts (Hons) – Game Development & Futures (Art & Animation)

Academy of Contemporary Music (Validated by Middlesex University), 2024 - Upper Second Class Honours (2:1)

Specialised in environment design and visual storytelling, focusing on lighting, mood, and narrative-driven spaces.

Applied industry-standard lighting techniques for atmosphere and player immersion.

Developed self-directed learning approach, refining artistic direction and environmental workflows.

Foundation Degree in Games Design

Hugh Baird University Centre (Validated by University of Central Lancashire), 2023 - High Merit (70%)

Elected Student Representative, advocating for peer feedback and course improvements.

Awarded "Best on Display" at student showcase for outstanding project work.

Level 3 Computing in IT

Bournemouth & Poole College, 2015 – 2017, Grade: Merit

Level 2 Web & Games

Bournemouth & Poole College, 2014 – 2015, Grade: Pass

Professional Experience

Sainsbury's - Sales Assistant

2014 – Present

Deliver high-quality customer service across multiple departments including home, entertainment, and newspapers & magazines. Manage stock levels and inventory control to ensure product availability. Implement promotional and seasonal updates, including ticketing, POS signage, and shelf layout adjustments in line with planograms. Oversee customer queries, returns, and product concerns efficiently, while maintaining professional and approachable presence.

- Progressed from general store duties (stock replenishment, till operations, and click/collect) to trusted departmental representative role.
- Led implementation of promotional updates and ensured engaging displays in line with brand guidelines.
- Recognised for excellent service via customer commendation highlighting approachability and helpfulness.

Universally Speaking - QA Technician

2022

Identified, documented, and reported issues with clear reproduction steps and supported efficient issue resolution between development and client teams. Conducted structured stress testing sessions, pushing in-game environments and systems to limits to uncover performance and stability issues. Performed cross-platform testing across PlayStation, Xbox, Nintendo Switch, and PC. Demonstrated strong problem-solving skills via investigation of issues and edge cases.

- Contributed to quality assurance of major AAA titles, including NBA 2K23 and Marvel's Midnight Suns.
- Operated in a fast-paced QA environment, meeting testing targets and maintaining consistent output through detailed issue reporting.

Volunteer Activity & Engagements

GDLX Games Expo 2025 – Event Volunteer

- Supported event setup, including venue preparation, banners, tables, chairs, and exhibitor materials across the university campus venue.
- Assisted with attendee guidance, directing visitors to game showcases, developer talks, and event sessions.
- Distributed promotional materials and contributed to smooth event operations and positive attendee experience. Built valuable connections with indie developers and industry professionals.

Industry Networking & Event Participation

- Attended major gaming and development events, including Develop: Brighton, EGX, Digital Wave Bournemouth, Insomnia, E3 2019, and London Games Festival, to build professional connections and stay aligned with industry trends.
- Engaged directly with developers, recruiters, and studios to gain insight into hiring expectations, portfolio standards, and current production workflows.
- Joined International Game Developers Association (IGDA) to expand industry knowledge, access professional resources, and maintain active involvement within the game development community.

Voluntary Playtesting

- Conducted functionality and usability testing for indie studios, identifying issues and providing feedback on gameplay systems, feature implementation, and user experience.
- Supported early-stage development by evaluating whether mechanics felt intuitive, aligned with intended themes, and functioned as expected before wider release.

Independent 3D Asset Creation & Sales

- Created and sold original game-ready 3D assets through Fab.com, focusing on practical environment props and hard-surface models, such as furniture and glassware.
- Applied modelling, texturing, and optimisation techniques developed during final-year university projects to produce commercially usable assets for marketplace distribution.
- Maintained creative ownership of all assets while building visibility and engagement within the 3D art and game development community.