Hugo JACKSON

Creative Director/Computer Graphics Lead

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- *(in charge of leading teams involved with creating Computer Graphics and Visual Effects for Commercials and Feature Films, leading the creative vision and pitching to win projects)*

Senior Lighting/Lookdev Artist/CG Generalist

- *(creating compelling and realistic assets, environments, lighting and shaders for Commercials, Game Trailers and Feature Films done via Computer Graphics software)*

- Education

2007 Sept - 2011 Sept

Master's Degree/Certificate level II in Computer Graphics Animation & VFX (graduated with honours)
(ESMA, Montpellier FRANCE). Ipax Sony pictures member.

2020

Elementza - Hard Surface Modeling Course
Udemy - Multiple Unreal Engine Courses
DVIZ - ArcViz in Unreal Engine Courses

- Work Experience

2023 - 2025

Epic Games (USA) - Creative Director/Unreal Engine Artist - Contractor Remote work for overseas business

Projects

Social Media Content for Quixel, Unreal Fest, Fortnite Mobile - Pictures and Videos
Unreal Fest Giant Screen Visuals
Mega Sale and Black Friday Sale Video Visuals
FAB Marketplace Global Launch
Multiple Smaller Projects in Unreal Engine
Metahuman Logo Indent 2025 Rebrand
Unreal Engine Logo Indent 2025 Rebrand
FAB Logo Indent 2024

2024 - July
Jumbla (Melbourne) - Creative Director/Art Director/3d Generalist - Contractor

Pitches

PUBG Trailer - Porsche & Bugatti (Art Director, Concept Art)
Sonic Rumble Trailer (Creative Director, Concept Art, Storyboards)
Top Goal Trailer (Creative Director, Concept Art, Storyboards)

Projects

GoG Immutable (Layout, Lighting)

2024 - March
ApeManRobot (Melbourne) - Creative Director/3d Generalist - Contractor

Projects

Bum Bum Cream - 3d Digital Billboard NY (CG Lead, Lighting)

2024 - March
Givewrap (Sydney) - Contractor

Projects

Givewrap Website Image and Video content, Photoshop Template (All aspects)

2021 - 1st July - 2025 1st May
Unlisted (Melbourne) - Creative Director/CG Lead - Full Time

Projects

Fifa Women's World Cup 2023 (Director, CG lead, Lookdev, Lighting, Comp)
Sonic 2 Echidnas Backstory (Creative Director, CG Lead)
Officeworks Christmas Campaign (Director, CG lead, Lookdev, Lighting, Comp)
Onepass Penguin Campaign (CG Lead)
Australian Defence Forces Recruitment Campaign (CG Lead)

2019 - 14th March - 2021 23rd March
Buck Design (Sydney) - CG Lead/Senior Lighting/Look development Artist/Comp - Full Time

Projects

Exetel - Meet Andy
Coca Cola - Coke Ants Recycling
Airbnb - India campaign
Bankwest - Banking App
Bankwest - Know Your Money

Hulu - Convince & Convert
Hulu - Holidays
Amazon - Halo Launch
Sydney Water - Save Water
Facebook - Messenger Vanish Mode

2017 - 18th September - 2018 11th July
Iloura/Method Studios (Sydney) - Senior Lighting/Look development Artist - Contract

Projects

Outlaw King
Skyscraper
Wrinkle In Time

2011 - 3rd Oct - 2017 31st August
The Mill (London) - CG Lead, Modeling, Look Development, Lighting and Rendering.

Projects

Assassin's Creed - Origins Trailer (lighting, lookdev)
Canon - Boundaries (lighting)
Netto - Easter Bunny (lighting)
Lexus - Shift (Lighting, lookdev)
Waitrose - Epic Flight Christmas Ad (lighting)
Top Gear - Blackbird (lighting)
Martini - Time (CG Lead)
Dell - Love your work (CG Lead, look development, lighting, rendering)
Pepsi - Blue Card Delivery (lighting, environment, rendering, compositing)
John Lewis - Man On The Moon Online (CG Lead, modeling, look dev, lighting)
Galaxy - Duet Chocolate Bar (modeling, animation, look dev, lighting, rendering)
Comfort - Genie Big Bang (Lead look dev, lighting and rendering)
BBC Music - God Only Knows (modeling, look dev, lighting
Comfort - Blossom (Lead look dev, lighting and rendering)
Lexus - Facet City (modeling, look dev, lighting, rendering)
Brickell Miami - City Center (look dev, lighting, rendering, compositing)
Samsung - Galaxy Note 3 (CG Lead, modeling, lookdev, lighting, rendering)
James Blake - Retrograde (modeling, look dev, lighting, rendering)
Fruit d'Or - Hugo (modeling, layout, rendering)
Heineken - Crack The Case (environment, lighting, rendering)

2010 - June to August
BUF Company (Paris) - Internship, Look Development, Lighting.

2011 - September
Electroshock - short movie
+10 millions views on Youtube

3rd prize by jury at ESMA, Montpellier FRANCE
(co-director, environment design, modeling, texturing and shading, animation, lighting)

- **Skills**

  Hard Surface Modeling, Texturing, Shading, Look Development, Lighting, Rendering, Environment Modeling and Look Development, Compositing.
  Basic Rigging and Animation.

- **Softwares**

  Maya, Unreal Engine, Photoshop, Nuke, Katana, Lightroom, Quixel Mixer/Megascans, Substance Painter, Premiere, After Effects.

- **Renderers**

  Vray, Redshift, Arnold, Renderman, Unreal Engine

- **Languages**

  French - *Native* / English - *Native*

- **Activities, interests**

  Photography, Interior Design, Music, Guitar, Food, Woodworking, Surfing, Rugby,

  Football, BBQ, Cake.

Personal Projects

Game assets

Sid Meier's Civilization V Units creation and in-game implementation.
Age of Empires/Total War buildings environment creation.