

LUKE TWYMAN

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INTRO

I'm a Brighton-based technical artist, with 15 years experience as a freelance creative developer & designer, specialising in creative coding, experimentation, tools, and building unconventional interactive experiences for musicians/labels.

2023

CODE

I'm very experienced with object-oriented programming - fluent with JavaScript, very comfortable with Blueprint in UE5, have some experience with Python in Blender, and some experience creating custom GLSL shaders. I've made a number of my own browser-based tools and created small libraries for generating audio & visuals. I'm comfortable with self-learning & research, and I'm well used to communicating ideas & concepts with non-coders.

SOFTWARE

I'm very comfortable with UE5 (Blueprint, Materials), and with Blender (modelling and particularly procedural materials), I'm also very fluent with Photoshop. I have some experience with Unity and have a good understanding of game asset requirements.

SKILLS

Creative Coding
Procedural Generation
Procedural Materials
3D Modelling
Tool Creation

Shader Design UI Design Illustration Graphic Design Teaching / Workshops Web Development Type Design Audio Synthesis Sound Design Audio Recording



EDUCATION

Popular Music & Technology at CCCU until 2005

