ASHLEY STANLEY-WEBB

TECHNICAL ARTIST // GAMES ENGINEER

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PORTFOLIO

INTRODUCTION

A passionate **Technical Artist** and Games Engineer with real-world AAA industry experience, currently completing a **BSc Hons in Computer Games Technology** at the University of Portsmouth (predicted **1st Class**). Having spent a placement year at **EA / Codemasters** as a shader specialist on **F1 25**, I have developed a professional skillset spanning shader debugging, procedural optimisation, technical art tooling, and cross-discipline collaboration within a large studio environment. Seeking a graduate Technical Artist role where I can contribute immediately and grow within an ambitious team.

EXPERIENCE

Technical Artist (Intern)   Jun 2024 — Jun 2025

EA / Codemasters — *F1 25 · Shipped AAA · PlayStation · Xbox · PC*

› Diagnosed and resolved shader bugs affecting hundreds of thousands of screens, working directly within the studio's in-house engine and shader pipeline

› Investigated and implemented procedural optimisations reducing runtime overhead and streamlining art team production workflows

› Researched cutting-edge graphical techniques and presented findings to the wider art team for potential integration into live engine systems

› Exceeded intern expectations in scope of contribution; work shipped as part of the final F1 25 release

› Gained fluency in a proprietary AAA engine environment, professional CI/CD workflows, and large-team collaboration under studio deadlines

Lead Games Programmer   Aug 2023 — Jul 2024

LittleLake — *Extracurricular · Professional distribution goal*

› Primary developer on the Tavern Game; leading technical architecture and programming for a multi-discipline student team

Apprentice Games Programmer   2021 — 2022

mtstudios ltd — *Pre-university placement year*

› Independently designed, prototyped and developed SolarSprite — self-teaching Unity, C#, and Blender entirely through project-based work

SKILLS

LANGUAGES

`C#` `C++` `HLSL` Python

`Blueprints`

ENGINES

`Unreal Engine 5` `Unity`

Houdini Monogame

3D & ART TOOLS

`Blender` 3DS Max

Autodesk Maya

DISCIPLINES

`Shader Debugging`

`Procedural Gen`

Technical Art

Rigging & Anim

Asset Pipeline   CI/CD

GitHub

AWARDS

Student Achievement Award

Outstanding Performance — University Computer Technology Course, 2022

Blender Modelling Competition

1st Place — University Halloween Competition, 2022

EDUCATION

BSc Hons — Computer Games Technology
2022 — Present

University of Portsmouth · *Predicted: 1st Class Honours · Final year post-placement*

YEAR ONE — DISTINCTION

Game Development	100%
3D Modelling	87%
Coding & Scripting for Games	82%
Code Studio	77%
Games Design & Context	74%
Art Skills for Games	65%

FINAL YEAR MODULES

> Miniature Painting Simulator (UE5) — tools-focused Technical Artist project

> Terrain & Navmesh Generation System — mathematically-driven procedural terrain

> Client SDK for Custom Unreal Controllers — 13-person team, company-facing deliverable

> Gerstner Waves Ocean Shader — real-time complex shader with custom renderer in HLSL

A-Levels
2019 — 2021

Simon Langton Grammar School

Computer Science	A
Mathematics	B
Physics	C
Extended Project Qualification	C

PROJECTS

Houdini Terrain & Weather System
Solo · 2023—24

> Three-terrain procedural system in Houdini: erosion, texture composition, paint masking, points manipulation, and particle-based weather animation

SolarSprite
Solo · 2021—22

> Procedural & fully-destructible terrain generation, realistic orbital physics, quaternion-based rotation, factory construction — playable in-browser on itch.io

TakeOut
Team · 2022—23

> Lead coder, 10-person team; built core dirtying/cleanup system and all weapon mechanics — awarded 100% for the module

Ragdoll Rumble
Team · 2022—23

> Lead coder and designer; ragdoll physics, player movement, stamina system, and gameplay loop in Unity

VOLUNTEERING

Student Representative
2022—23

> Elected rep; mentored peers and liaised between students and faculty

Volunteer Unity Tutor
2022—23

> Delivered Unity crash courses and one-to-one tutoring to peers

REFERENCE

> *"Ashley is an incredible, talented programmer and dedicated student. Their academic achievements, unwavering passion for game development, and strong work ethic makes them an ideal candidate."*
>
> — Adam Jerett, Lecturer
>
> Computer Games Technology, UoP

Further references at ashley.stanleywebb.com