

## Profile

Multi-disciplined artist with a background producing 2D and 3D artwork for visual effects, promotional material and real-time environments. Experience includes working on a selection of both self-managed projects and as part of small teams.

I have a good sense of humour, am adaptable and resourceful, quick and eager to learn, and am driven by a desire to work competently, efficiently and creatively.

## Work Experience

### **Freelance Artist**    2005-Present

- Communicating and consulting with both clients and collaborators.
- Produced 3D artwork using Maya and Adobe Photoshop for iPad app Why the Net Matters: How the Internet Will Save Civilization by David Eagleman in collaboration with PopLeaf.
- Created renders in Maya using mentalray and composited with Adobe After Effects for use in promotional material for Naked Energy Ltd.
- Worked as an in-house graphic designer for a small coffee bar producing a variety of POS and promotional artwork primarily using Adobe Illustrator as well as requiring original photography.
- Restoration and retouching of photographs of an archive of paintings using Photoshop.
- Illustration requests for children's bedrooms, scientific papers, promotional material, and concept visualisation.
- Photographic commissions including portraits, promotional images, and collaborating with writers. Involved a lot of collage, retouching, and manipulation using Photoshop.

### **Café Rouge**    Barman    July 2006-Present

- Maintaining effective communication with other team members.
- Managing workflow to optimise both quality and efficiency.

## Software Proficiency

- Maya
- Photoshop
- After Effects
- Premiere
- Illustrator
- ZBrush / Mudbox
- Boujou / Matchmover
- Topogun / 3D-Coat
- Unreal Development Kit / Unity3D / Source SDK

## Education

**Anglia Ruskin University** 2009-2012

Computer Games and Visual Effects BA(Hons)

2:1

- 3D Modelling
- Texture Development
- Concept Art Production
- Animation and Rigging
- Collaboration with other Departments.
- Optimisation for both Real-Time and Offline Rendering
- Project and Pipeline Management
- Matchmoving
- Compositing
- Study of Art and Film Fundamentals
- Film Production
- Version Control Software
- Steadicam Operation

## Technical Skills

- Familiar with all aspects of a 3D production pipeline, particularly within Unity3D and UDK. Largely focused towards environmental art but with an understanding of character-creation pipelines from initial concepts, modelling, rigging, through to asset importing, and integration with other systems.
  - Experience working with several game engines over a number of different projects for desktop/web/mobile platforms and primarily focusing on asset production (modelling, texturing, particle effects, audio creation) and occasionally requiring scripting with C#/UnrealScript.
  - Texture creation utilising a variety of media including photographic, hand drawn/painted and digitally created sources to meet the needs of technical and design considerations.

## Interests

I have a healthy appetite for the consumption of games and media. Much of this occurs with co-op titles such as Warframe, Magicka, Starbound or whatever happens to be the flavour of the month amongst my regular group of gaming buddies. Offline I can enjoy a AAA rollercoaster like Bioshock Infinite as much as a quick visceral blast of Hotline Miami or the bizarre spatial ballets of Flotilla. My tastes are varied, but as long as it's uniquely pretty and has interesting gameplay I'm sold.

As for production I enjoy following the development of games (in particular the devstreams on Warframe by Digital Extremes) as well as developing my own (recently I have been engaging in the OneGameAMonth challenges).

Aside from games my hobbies include reading books with quests in, keeping fit by climbing walls and riding bikes, eating Mexican food, and getting stuck into TV shows.