

- 10 years game industry experience on 16 shipped titles.
- I have aided in developing games for mobile, tablet, desktop, consoles and VR.
- Titles have featured many styles and genres for both adult and family friendly audiences.
- Disciplined in working to different art styles to match that developed by the art director or lead.
- Great team work skills, often working as part of a team to solve solutions.
- Excellent organisational skills, often asked to aid in developing naming conventions and folder structures for projects.
- Incredibly quick learner and fast to pick up new skills and techniques where required.

Development Skills

- Excellent hard surface and organic modelling skills using both traditional and digital sculpting methods.
- Experienced creating models suitable for use in next-gen and hand-held games at various levels of detail.
- Solid understanding and experience creating PBR and traditional materials with a fundamental HLSL shader understanding.
- Great texture map creation skills using 2D and 3D digital painting, baking and sampling methods.
- Experienced in creating texture maps for both PBR and traditional material use.
- Knowledgeable in material pass generation techniques including normal maps, ambient occlusion maps, tessellation maps, reflection cube maps, directional light maps, parallax occlusion maps and polynomial texture maps.
- Experience in lighting for real time in engine use as well as rendering, light map baking and vertex colour generation.
- Both 3D and 2D animation skills with knowledge of rigging, inverse kinematics, blend shapes and sprite creation.
- Working knowledge of particle creation and physics simulations.
- Experienced in creating user interfaces for games.
- Working knowledge of MEL scripting and Photoshop scripting to increase productivity.
- Broad programming knowledge to create tools, assist development and help diagnose bugs.
- Traditional media skills in illustration, painting, print making, sculpting, textiles, photography and stop motion animation.
- Additional knowledge of web design and video editing.

Software Experience

3D / Materials / Map Transferral	Maya, Zbrush, Topogun, Substance Painter, Substance Designer, Xnormal, PhotoScan
2D / Video	Photoshop, Illustrator, Painter, InDesign, Flash, After Effects, Premiere, DragonFrame
Rendering / Lighting	Turtle, Mental Ray
Game Tools	Spine, Tiled, Unreal Blueprints, Nintendo Particle Editor, Nintendo Layout Editor
Engines	Unity, Unreal, Source, Gamebryo, PhyreEngine, NintendoWare
Version Control	Perforce, SVN, GIT
Programming / Scripting	C#, C++, LUA, HLSL, MEL, Python, VBScript, JavaScript, PHP, ASP, XML, CSS, XHTML, HTML
Other	Visual Studio, MonoDevelop, Xamarin, Dreamweaver, Hansoft, Jira, Confluence, Office

Employment History

Freelance Artist	Self Employed	2016 - Present
Senior Artist	Fat Pebble	2014 - 2016
Freelance Artist	Self Employed	2011 - 2014
Game Artist	Zoë Mode	2008 - 2011
Freelance Artist	Escape Studios	2007

Qualifications & Education

Maya For Games, Maya For Characters and Maya Core	Autodesk Training Course		Escape Studios
Illustration	BA Honours Degree	2:1	Derby University
Foundation Studies (Art And Design)	BTEC Diploma	Merit	Newcastle-Under-Lyme College
Art : Fine Art, Computing, D&T : Product Design	A-Level	A, B, C	Blythe Bridge High School
9 subjects including Art (A*) and Graphic Products with an (A)	GCSE	A* to C	Blythe Bridge High School