

I am a passionate Environment Artist who wants to work outside my comfort zone. I want to work in the creative industry alongside similarly dedicated people who take pride in their work and art. I am looking to join a company who values its team members and works hard to create a compelling game experience in a friendly atmosphere!

## EXPERIENCE

PlaygroundSquadUK,  
Role: Games Art Apprentice  
2014-2015

- Worked in teams to create short game demos
- Adapted workflow from 3DSMAX Background to Maya
- Used version control software for art assets
- Adaptation of in-house Tengine™ Engine for importing textures and models in appropriate formats.
- Took initiative to assign tasks to other artists in my teams.

## EDUCATION

University Of Bolton,  
Studied BA Honors Games Art (Passed with 2:1)  
2011-2013

Trafford College,  
Studied BTEC ND Games Development (Passed with D,M,M)  
2009-2011

## SOFTWARE SKILLS

- MAYA
- 3DSMAX
- Photoshop
- ZBRUSH
- 3D-COAT
- X-NORMAL
- CRAZY BUMP
- MICROSOFT OFFICE SUITE
- UDK
- UE4

## ACHIEVEMENTS

- Trafford College, Student Of The Year Award, 2011, Achieved while studying games development. The award recognized my hard work and team playing skills.
- 2<sup>nd</sup> placed winner in speed modelling competition that was judged by artists from Ninja Theory and Rockstar.