

Career aims

**Lead Concept artist.
Senior 3D Animator.**

Profile

I am very passionate about video games and play for several hours a day. All my work has been based on a focus to get into the games industry.

I find a lot of fulfilment, fun and excitement in immersive, story-driven and atmospheric games such as Silent Hill, WoW, Dead Space, The longest Journey, Broken Sword, Mario Kart, and Zelda.

I tend to analyse games, art and movies in order to suggest improvement for the audience's experience and assess its suitability and effect on the product's target markets.

Fantasy books are what I enjoy reading (The Wheel of Time series, His Dark Materials Trilogy) because the escapism is to a world of creative imagination, innovation and inspiration, much like games, art, and movies.

As an artist, everything and anything I see, hear, feel, taste and smell, is an inspiration to me; from games, to music and movies.

I am imaginative, versatile, hardworking, an extremely adaptable team player who meets client demands with a positive attitude and work ethic, and can take the initiative to work independently of a group if required.

I best communicate visually using pen and paper, but also with CG, and this is supported with good verbal skills.

Qualifications / Education

University of Bradford, 2005 – 08

Bsc Interactive Systems and video games design
(Design for industry [lead artist], Advanced Character animation)

A Level's, 2003 – 05

Fine Art (E) Geography (D) English Literature (D)

GCSE, 2003

Fine Art (B) Geography (C) Religious Education (C) Maths (C) Product Design (C)
Information and communication Technology (B) English Literature (B) English Language (B)
Science double award (CC)

Skills

Personal

Excellent Drawing, painting and sketching skills . Graphic design . 3D . 2D . Game level design
Photography . Video editing . Videography.

Technical

Basic knowledge

Corel Painter X (basic use of tools) UnrealEd (basic level design and building)

Specialist Knowledge

Adobe Photoshop CS2 (excellent 2D skills, can use the tool effectively to create stunning artwork, excellent picture editing skills)

Maya 8.5 (excellent polygonal modelling, excellent animation, rigging and skinning skills, basic texturing)

Open Canvas (excellent 2D skills, good use of tools)

Macromedia Flash 8 (Moderate animation skills, average Action Scripting for site or game)

Source/Hammer engine (moderate level design and building)

Dreamweaver (Average website layout with CSS and html coding)

Adobe Premier Pro CS3 (moderate video editing skills, can use the tools effectively)

Adobe Audition 1.5 (Good sound editing skills)

Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Windows 95 & XP.

Work history

Commission artwork

- Character and vehicle concepts, December 07- January 08
- Fan art, August 2008
- Family portraits/pets, 2005

Bradford University, 2008

- Costume Graphic design and implementation for a dance project, Hiawatha event
- Banner Design and implementation, CAFOD Fund raising event
- Usher and Box office

General Assistant, Morrison's Super market (part-time), 2003 – Present

- Team working
 - Customer relations and satisfaction
 - Quality check
 - Sale of products and offers
 - Stock taking and Pre-pack audit
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