



- I love making/playing games!!! Especially when able to add design input as well as the art.
- 8+ Years of games industry experience with 8 shipped titles, plus DLC, unpublished and prototypes.
- Developed games for Xbox One, PS4, Xbox 360, PS3, PC, Wii, Facebook, PS Vita and Mobile.
- Disciplined in working in a variety of art styles.
- Pro-active in exploring new tools, tech and processes including VR.
- Quick to learn tools and adapt to necessary techniques.
- Wealth of knowledge of comics, graphic novels and other media.

Skills

- Excellent polygonal modelling and UV skills for creative, high quality, optimal game assets.
- Solid digital sculpting skills for hero assets and normal maps.
- Strong understanding and experience of creating maps and material passes, also using the latest PBR techniques.
- Skilled texture map creation using Photoshop, Zbrush, baking and sampling methods.
- Experienced in Maya 3d animation skills, with a knowledge of rigging, skinning and blendshapes.
- Working knowledge of particle creation and physics simulation on various engines.
- Good High-poly sculpting skills in Zbrush.
- Traditional media skills in drawing and painting.
- Solid knowledge of current and next-gen engines including Unreal Engine 4 and Unity.

Tool Experience

3D	Maya, Zbrush, Mudbox, Max
2D	Photoshop, Illustrator
Rendering	Substance Painter/Designer, Turtle, Xnormal, Mental Ray
Engines	Unreal Engine 4, In-house studio engines, Unity, UDK, PhyreEngine, Nintendoware
Version Control	Perforce, SVN
Other	Premiere, Hansoft, Visual Studio, Office, Oculus Rift

Employment History

Freelance Artist	Contract 3D Artist/Director Pixel-Shed LTD	2014-Present
Games Artist	Zoe Mode	2007-2014
Freelance Artist	Escape Studios Outsourcing	2007

Published Titles

Disney Infinity 3.0 Star Wars Rise Against The Empire	Environments, assets, optimization and bug fixing during Beta	XBOX ONE / PS4
Powerstar Golf & DLC	Environments, trees, props and all equipment	XBOX ONE
Zumba Fitness Rush	Environment assets	XBOX 360
Haunt	Environments, rooms, props	XBLA
Office Daze	Environments, props	Facebook
Girls Life Sleepover Party	Mini-game props	Wii
DJ Hero After Party	Environments, DJ deck area, main yacht	XBOX 360 / PS3
Rock Revolution	Environments, props, instruments	XBOX 360

Further details and projects on my linkedin and www.pixel-shed.co.uk

Qualifications & Education

Maya Professional For Games	Autodesk Training Course	Escape Studios
3D Computer Animation	BA Honours	Swansea Metropolitan University
Art Foundation	National Diploma	Swindon College
Art, History, English Language	A-Level	Swindon College