



**Skills**      Game resolution modelling      [for both high-end and hand-held projects]  
High polygon modelling      [for baking and sampling]  
Hard surface and organic modelling  
Digital sculpting  
Texture and shader creation  
Lighting and rendering  
Concepts and illustration  
Basic rigging and animation  
Web and User Interface  
MEL scripting

**Software**      Maya, Zbrush, Photoshop, Painter, Mental Ray, Turtle, xNormal, Perforce, Hansoft

**Platforms**      PC, Xbox 360, Playstation 3, Wii, Mobile

### Work Experience

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|---|--------------------|----------------------------|----------------|
| 2008 – 2011   | Game Artist        | Zoë Mode                   | Brighton       |
| <ul style="list-style-type: none"><li>• <i>Published Titles:</i> Haunt (XBLA/Kinect)   Chime Super Deluxe (PSN)   Chime (PC/Steam) Grease: Dance (360/PS3)   Grease: The Video Game (Wii)   Girls Life: Sleepover Party (Wii) You're In The Movies (360)</li><li>• Generalist role, tasks included modelling, texturing, animation and graphic design</li></ul> |                    |                            |                |
| 2007 – 2007   | Environment Artist | Escape Studios Outsourcing | London         |
| <ul style="list-style-type: none"><li>• Worked as part of a team to model, texture and light various types of environments.</li><li>• Created varied sized and detailed assets for factory, stage and city venues.</li><li>• Assembled environments from my own and other team members' assets.</li></ul>   |                    |                            |                |
| 2006 – 2006   | Web Designer       | Codeweavers.net            | Stoke-on-Trent |
| <ul style="list-style-type: none"><li>• Working as part of a team to design and script websites.</li><li>• Communicating with the other designer and developers to maintain continuity.</li><li>• Contacting and meeting clients to discuss ideas with them.</li></ul>  |                    |                            |                |

### Education

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Escape Studios	Maya Professional For Games Inc. Maya Core & Characters	2007 - 2007
University of Derby	BA (Hons) Illustration Awarded a 2:1 with Honours	2003 - 2006
Newcastle-Under-Lyme College	National Diploma Art Foundation	2002 - 2003
Blythe Bridge High School	3 A-Levels including Art & Computing	2000 - 2002
Blythe Bridge High School	9 GCSE's including Art [A*]	1995 - 2000