



PERSONAL SUMMARY

Game design and animation graduate with a 1st class (Hons) batchelors degree, with a keen interest in 3D art. Self motivated, reliant and hardworking, with the ability to work both as an individual or as part of a team as used during university projects and beyond. Strong practical ability in Autodesk Maya and Substance painter proven through both course tasks and in personal side projects, with an enthusiasm to learn new software if required. Comfortable in preparing and delivering presentations to people with varying 3D modeling knowledge.



EDUCATION

Bachelor of Arts with Honours (BA(Hons)) Games Design and Animation |

Doncaster College in association with Hull University

2017 – 2020

Graduated with: 1st (Hons)

Top up year following the completion of a HND.

Dissertation: 79%

8'000 word investigation and discussion titled '*Is esports a sport*'. This involved research into the gaming industry and its history, the design & development of a questionnaire and primary data collection and analysis to give a detailed summary of the findings.

Group Project: 72%

Involved the creation of an environment based on a brief. Took a leading role in the building of a number of assets such as trains and a maintenance shed.

Final Major Project (FMP): 71%

Mixture between documentation (Initial research, Production Log) and practical work working to a self determined brief.

Professional Practice: 70%

Level 3 Computer Games Design and Animation |

Doncaster College and University Centre

2015 – 2017

Grade: Merit

- **Natural Inspired Vehicle:** This involved designing and modelling a vehicle that has been inspired by nature
- **Heroes or Villains Lair:** First project undertaken, to gain knowledge and learn the basics of the programs, as well as understand the history and contemporary context in relation to the game industry.

GCSE |

Sir Thomas Wharton Community College

2012– 2015

7 GCSEs 1B, 6Cs including Mathematics and Resistant Material Technology (RMT) at grade C.



OTHER RELEVANT COURSES COMPLETED

Hard Surface Modeling for Films | CGMA

10 week online live lecture course from Jay Machado

Involved learning how to block out a model, using zbrush to help add details, how to use radial modeling to create cylindrical elements, how greebles are made for films and can be used to create a kitbash library to add details to the model along with UV packing tips and lighting, rendering in arnold.

Basic mechanical modeling using NURBS Curves and rigging was also learnt to create a piston and tank tread.

Intro Into Maya | CGMA

10 week online live lecture course from David Mooy

The course entailed the creation of a robotic character that would later be rigged and animated in maya. The fundamentals of 3D art were covered and then explored to how Maya can be used for effects creation and motion graphics.



SKILLS

Hard Skills |

- Autodesk Maya
- Adobe Photoshop
- Microsoft Office
- Zbrush
- Substance Painter
- Unreal engine
- Marmoset Toolbag
- Arnold

Soft Skills |

- Problem Solving
- Team working
- Attentive to detail
- Excellent Time Management
- Reliable



ACTIVITIES

Interested in TV and film, particularly in the genre of action. Regularly take part in online games all of which have strong influences in my work, through their environments, topics and relation to 3D modeling.

Enjoy while doing personal 3D projects, listening to audiobooks on a range of topics such as Law and Medicine.



REFERENCES

Available on request