

# Resume

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## Profile

I have been employed professionally in the games industry for 7 years working on mobile games within small teams to larger Triple-A franchise's like Gears of War and Forza Horizon 3 operating within massive teams.

I am a passionate about what I do and I am driven to try to achieve to the best of my abilities. I enjoy working with others and I am a good team player.

I enjoy learning new workflows and always try and find the time to learn new techniques that will improve the time frame and quality of the work that I do.

## Skills

- Autodesk 3DS Max
- Pixilogic ZBrush
- Adobe Photoshop
- Experience with JIRA Tracking system
- Unreal Development kit
- Unity for mobile game projects.
- Xnormal
- Substance Designer
- Substance Painter
- Unreal 4
- Creation Kit for Eldar Scrolls Skyrim

## Education

University Campus Suffolk  
Bachelor Arts Degree Computer Games Design  
2.2

## Experience

**Freelance 3D artist**  
**Dreadnought Studios**  
Hess Tractor Trek  
Transformers: Battle Masters

April 2013 - January 2016

My Role consisted of 3D modeling and texturing for Game integration for mainly for tablet/phone systems

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**Environment Artist on mod**  
**Lordbound - January 11th**

September 2015 - January 11th 2016

My responsibility in this volunteer project was scene composition within assigned cell areas and setting up some of the different wilderness area biomes on the main landscape map.

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**Junior Environment Artist**  
**Playground games**  
**Forza Horizon 3**

January - July 2016

I was part of the road team our responsibility included setting up the roads and road signage dressing and world scene composition.

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**Senior Environment Artist at Splashdamage**  
Gears of War 4 DLC  
Gears Tactics  
Gears 5

2016-Current

Worked as a Environment artist on Gears 4 DLC and as a senior artist on Gears Tactics. World scene composition texture creation and asset creation. Currently working on Gears 5.