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Objective

To build my career in 3D effects where I can maximize and expand my skills in the entertainment industry as part of a celebrated team of artists, whilst creating realistic and believable effects to sell action and atmosphere.

Skills

I have extensive experience using:

- 3D Studio Max, Particle flow, FumeFX and Afterburn
- Autodesk Maya
- Photoshop
- After effects
- Discreet Combustion
- Adobe Premier
- R&D experience with Boujou
- R&D experience with Realflow

With five years practical experience using the above software, my strengths include Particle Effects /Particle Animation, Dynamic Solutions, Lighting, Compositing, Modelling, Texturing, Rendering, MaxScript and an understanding of tracking principles.

I have a fantastic work ethic and an energetic personality. I am a team player and leader but also have the capacity and discipline to produce exceptional work as an individual.

I'm a quick thinker which helps me pick up software and studio procedures quickly; I also have a refined ability to help improve workflow procedures and an unrelenting drive to learn new and exciting way to refine my skill set.

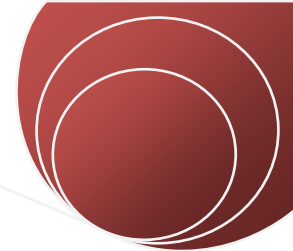
In my current role, I work as the studio's Special Effects Artist. This entails working in a team on one main project as well as providing assistance to the other team projects when needed.

Employment

Transmission Games - 3D artist - FX

February 2009 - Present

- Creation and developed effects for in game.
- Simulation and rendering of fluid dynamics for sprite based particle systems.
- Improvement of existing production processes.
- Creation and maintenance of a production pipeline in which to produce effects
 - An artist based system for getting procedural effects into game.
 - Scheduling and delegation of effects.

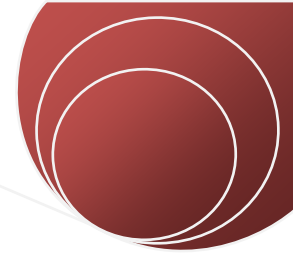


- Day to day problem solving
- Technical direction of in game assets.
 - Texture resolution guild lines - Hero and Secondary assets.
 - Maintenance and refinement of automated texturing conversions.
 - RnD for Full screen post effects.
- Providing assistance for using in house software and tools.
- Providing assistance with overall game style and art consistency.
- Mentoring of junior artists.
- Occasional artistic direction for effects created by junior artists.

Big Ant Studios - 3D artist – Special FX

January 2007 – January 2009

- Created and developed effects for a game FMV
- Rendered and composited this FMV
- Helped create and maintain a production pipeline in which to produce the FMV
 - Render Timelines
 - Render Layers
 - Asset repository
 - Folder structure for artists to use
 - Day to day problem solving
- Created and maintained tracking documentation for VFX and renders
- Delegated and oversaw key shots creation for FMV
- Provided assistance and direction to the overall project in regards to asset creation
- Assisted in implementing a real-time light map lighting solution
 - Pipeline development in which to use the custom lighting tool
 - Added to lighting tool feature requests
- Human character creation for an upcoming game title
- Risk analysis for the use of motion capture for an upcoming game title
- Prop creation and implementation into an upcoming game
- Prop animation and implementation into an upcoming game
- Effects animation and implementation into an upcoming game
- Created in game cut-scenes
 - Design and layout
 - Effects creation
 - Prop animation
 - Camera animation
 - Implementation
- Using data repository software to maintain assets
- Trained other artists to use pre-rendered and in house effects tools
- Completed and Released Hellboy: Science of evil PSP
 - Responsible for creating and maintaining effects for HellBoy Science of Evil
 - Worked with programmers and lead artists to design the implementation of effects
 - Manage memory budget for effects
 - Creating tools to be used in conjunction with Effect's
 - Using proprietary software to create dynamic solutions



Academy of Interactive Entertainment- Guest Lecturer December 2007

- Developed and presented a two hour lecture on techniques utilised within the games industry and general advice on student work
- Assisted with students' questions and work throughout the day

Simmersion- 3D artist – environment May 2006 – January 2007 (Casual)

- Created 3d buildings from source reference
- UVW modelled assets
- Textured 3d buildings from source reference
- Prepared 3d models for exporting
- Conformed to Specific naming conventions
- Worked with lead artists to produce required assets

Education

2008:	Visual effects Course for Film, with Allan Mackay CG Society
	Pyrotechnics for film, with Allan Mackay CG Society
2005:	Diploma of Screen (Animation) Academy of Interactive Entertainment
2004:	Certificate IV in 3D Animation for Games and Film Academy of Interactive Entertainment

References

References available on request.