



ALEX HOLMES

3D ARTIST

PORTFOLIO : alexholmes193.artstation.com

EMAIL : alexholmes193@gmail.com

PHONE : +44 (0)7500892502

LINKEDIN : alexholmes193



PRIMARY SKILLS :

- 3D Modelling / Sculpting
- Environment design
- High/Low Poly workflow
- UV / Texture mapping
- Physically Based Materials
- Unreal Engine 4
- Substance tools

ADDITIONAL SKILLS :

- Rigging and 3D Animation
- Video editing and VFX
- Audio / SFX production
- Blueprint Scripting
- Communication & Organisation

I'm Alex , a 3D Environment artist, Computer animation graduate, gamer and general creative hobbyist. I am proficient in 3D modeling, sculpting and texturing, though I also practice materials /shader development, level design, lighting and VFX for games.

I am eager to learn, always developing my skills, and with my existing QA experience I believe I can be a valuable part of any team.

EXPERIENCE :

Sumo Digital Sept 2016 – Present
Testology - QA Tester

- In-house QA contractor.
- Development studio experience.
- Regular communication with developers and directors

Testology Ltd May 2015 – Sept 2016
Lead QA

- Managed daily tasks for QA team on client applications.
- Led Mobile, Web and Console projects.
- Provided daily reports & team assessments.

Chromium Gamesroom Sept 2013 –Sept 2014
3D Artist

- Self-Employed placement year.
- Unity 3D Environment Art and Design.
- Modeling, Texturing, Rigging and Animating.

EDUCATION :

University of Portsmouth 2011 – 2015
BSc Computer Animation

- First Class (Hons)
- + Diploma in Industrial Studies [Placement Year]

Godalming College 2009 – 2011

Art, Graphics, Media Studies

- A-Levels, (A)(A)(C)

INTERESTS :

My interests include a range of hobbies, such as playing my own music, drawing, photography and generally keeping creative. I also enjoy all great media from TV, film and undoubtedly games, though still find myself engaged in a good book from time to time!

REFERENCES AVAILABLE ON REQUEST!