

Conor Scott

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Personal Profile

I am a highly dedicated and hardworking 3D Artist who is seeking employment in either environmental or prop art, I have studied extremely hard for the past three years at Staffordshire University to better myself and progress my skills as a 3D Artist, and gained a 1st class honours degree as a result.

Even now that I am finished with University I am still learning more and more every day, I am super passionate and always give it my all with whatever project I am working on.

During my time at University I have worked on many different projects “Environments, Character Art, Texturing and even a little bit of Scripting, contributed in two game jams “GGJ & UKIE” and helped to create two games working alongside fellow classmates as part of our junior and senior development modules, all these different projects have allowed me to gain a great insight into the Game Development pipeline and how I as an artist fit into it.

Technical Skills

- Highly proficient in Autodesk 3DS Max with slight knowledge of scripting using MaxScript
- Highly proficient in Adobe Photoshop and Adobe Illustrator
- Highly proficient in Unreal Engine 4
- Highly proficient in the full Quixel Suite “Ndo & Ddo”
- Highly proficient in Zbrush
- Proficient in the full Substance library and with good knowledge of Substance Designer
- Working knowledge in Autodesk Mudbox and Maya
- Fluent in the complete Microsoft Office Suite
- Good experience using project manager software “Shotgun & Trello”

Education History

Staffordshire University

(September 2014 – July 2017)

BA (Hons) Games Art Overall Grade: First Class Honours

Year one:

- Introduction into 3D Modelling for Games 83%
- Introduction into Scripting for 3D Applications 68%
- Fundamental art skills for Games 62%
- Introduction into CGI 64%

Year two:

- Junior collaborative Game development & testing 64%
- Game Textures and Shaders 60%
- Character Concept 2 66%
- 3D Character Modelling for Games 72%

Year Three:

- Senior collaborative Game development & testing 78%
- Advanced Modelling 79%
- Individual Games Technology Project 84%
- Individual Games Technology Portfolio 85%

New College Swindon

(September 2012 – May 2014)

Creative Media Production (Games Development) DDM
As – Level Photography B
As– Level Graphic Design and Illustration C
As – Level Art History C
Free standing Maths Qualification in Algebra and Graphs C

Dorcan Technology College

(October 2008 – May 2012)

GCSE 11 A* - C including Mathematics and English
British Health and Safety at work Level 2 Pass

Work History

Replenishment Team Member

Next PLC, Next Swindon Orbital Shopping Park, Thamesdown Drive, SN25 4BG

(June 2013 – December 2013)

Roles:

- Pick stock from the stockroom and insure it goes out and into the correct places on the shop floor
- Keeping stock totals low, the replenishment number needed to be under 50 every shift.
- Using a wide range of computer systems to measure stock take and totals
- Communicating effectively with managers and shop floor staff
- Provide incredible customer service to a high standard

Interests & Hobbies

I am a massive games enthusiast and have been into them since I was a child, it all started with Abe's Oddysee a game I got on the PS1 when I was much younger, the story, the art and the gameplay was just incredible, I also have some knowledge in game communities as well, during my time in college I was a part of a semi big Team Fortress 2 clan called Lotus which was a super fun experience and I met a load of really nice and friendly people through it.

I also have worked on game jams and polycount art challenges to brush up my skills and learn brand new workflows for example Kyle Horwood's polycount bi weekly Substance challenge thread has been an awesome source of inspiration and is allowing me to learn some awesome new workflows in Substance Designer.

Aside from Games I am also a 2nd Kyu Judoka and have been practicing Judo on and off for a number of years as well as actively practicing I have also volunteered at judo tournaments to give back to the sport some of the roles included, helping fighters to their places supporting medical staff, blocking of certain areas so only fighters, officials and coaches could enter, recording matches from officials and relaying info from officials to fighters.

References

References are available upon request.