

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 studied extremely hard for 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.

During my time at University I worked on many different projects and different game art disciplines; “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.

I have also recently been working as a QA Technician this position has been incredibly useful as it’s really opened my eyes to other sides of the game development pipeline and also has given me a taste of working in a real studio environment, the increased attention to detail has really helped me to identify issues in my own artwork and how I would better go about fixing these issues more effectively and technically.

Technical Skills

- Proficient in Autodesk 3DS Max with slight knowledge of scripting using MaxScript
- Proficient in Adobe Photoshop and Adobe Illustrator
- Proficient in Unreal Engine 4
- Proficient in the full Quixel Suite “Ndo & Ddo”
- 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”
- Experience using bug tracking software “Devsuite, Jira”

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

QA Technician

Creative Assembly, Spire Court Albion Way, Horsham RH12 1JW

(February 2018 – ongoing)

Roles:

- Identifying and entering correct bugs into Devsuite
- Working alongside the main dev team, supporting them and keeping them up to date on issues in the current build
- Working alongside a team of fellow QA Technicians in order to maximize our productivity and coverage of the game
- Using knowledge of other game development practices, in order to better explain issues within the game
- Provide regular detailed feedback on many different aspects of the project from gameplay mechanics to art style.
- Be able to solve problems on the fly well working to a high standard.

Bartender/Support Staff

Boston Brothers Swindon, 51-53 Bridge Street, Swindon, SN1 1BL

(August 2017 – January 2018)

Roles:

- To serve drinks to customers in a polite and speedy manner
- Keeping the bar area and surrounding areas clean and well organised.
- Assisting the floor staff well not on the bar, collecting glass, general tidying and safety checks.
- Communicating effectively with other bartenders and bar managers in order to maximise great service.

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 Odyssey the story, the art and the gameplay were just incredible.

I have also been using 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 great 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.

References

References are available upon request.