



## WHO AM I?

I am an enthusiastic Environment Artist with a keen eye for detail who is looking for a permanent role at home or abroad in the games industry. Working in a creative environment is where I thrive, whether it's part of a team or on my own initiative, as my current role and previous industry experiences have all proven.

Since graduating from university, I've continued to expand upon the skills I learned there through a broad experience in the creative industries. I am now determined to further develop myself artistically and technically by taking on a new challenge with like-minded people at an ambitious and interesting studio.

I like to stay involved and up to date with the current state of the creative industries. Playing, discussing and researching the latest video games to analyse their art techniques, watching films to inspire my artistic side and reading the latest 3D art magazines for personal development and idea generation are all passions of mine.

My enthusiasm for environment art means I also enjoy learning new skills and keeping up with the latest technical advances. In the last year I have become extremely proficient at PBR texture creation using Quixel Suite and I am currently working on a project in Unreal Engine 4 that involves learning both Substance Designer and Painter along with improving my sculpting and foliage skills too. I pride myself on my computer skills and ability to quickly learn new software which will prove invaluable when taking the next step in my career.

## WHERE HAVE I WORKED?

- May 15 - Present** **Dovetail Games - Environment Artist**  
Recreating real world environments and props for Train Sim World using 3ds Max, Blender, Quixel Suite and Unreal Engine 4.
- Sep 14 - Apr 15** **Tesco Bank - User Experience Designer**  
Creating responsive and interactive website prototypes using Axure RP.
- Jan 13 - Sep 14** **Hewlett-Packard Financial Services - Returns Reconciliation Specialist**
- Sep 12 - Sep 14** **Freelance Artist**  
Creating high poly architectural visualisation scenes and interactive 3D model viewers for online using Blender and Photoshop.
- Jul 12 - Sep 12** **Arada - CGI Artist**  
Creating architectural visualisation scenes for online and print using Blender for all modelling, sculpting, shader creation, lighting setups and rendering.
- Oct 11 - Jun 12** **Subsea 7 Norway - Welding Purge Monitor Operator**
- Jun 11 - Aug 11** **Dare to be Digital - Lead 3D Artist**  
Creating stylised environments and props using 3ds Max and Photoshop for award winning game at Dare to Be Digital development competition.

## WHAT HAVE I LEARNED?

- 2011: Dare to be Digital, Dundee** - Won 'Intel Visual Adrenaline Award'
- 2006 - 2010: University of the West of Scotland, Paisley** - BSc Hons Computer Animation (First Class)
- 1998 - 2004: Park Mains High School, Erskine** - Highers: B, B, B, C, C, C - Advanced Highers: C, D

## WHAT ARE MY SKILLS?

