

Oliver Hopley

Games Artist



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PROFILE

I am a proactive person who is confident and good at communicating with others. Being capable of staying focused and working well over multiple projects. I'm also sociable; in my free time, I like to play Hockey and go out sketching.

SOFTWARE

Photoshop
Illustrator
InDesign
Maya
Mudbox
Zbrush
Substance Painter
Unreal Engine 4
Unity
GitHub

REFERENCES

Phillip Oliver
Radiant Worlds, Blitz Games
philip.oliver@rebellion.co.uk

Phil Vallentin
Lecturer
p.vallentin@herts.ac.uk

More references can be provided upon request

WORK

Kwalee – Intern

2D, 3D Games Artist and Marketing Artist
(Aug-Sept 2017) & (June-Sept 2018)

Notable achievements:

- **Go Fish:** Created the App Icon and Store Page imagery. IOS Charts No.1 App in both the UK and the US
- **Plank:** Created 31 fully animated characters from concept to completion to fit in with the existing style of the game.

Worked as an artist on:

- **Police Pursuit**
- **Rocket Dodge**
- **Tens**
- **Spillz**

Totem Learning - Concept Art Intern (June-Aug 2017)

UH Animation Proctor (Sept-Oct 2018)

Hockey Coach (2015 - 2016)

QUALIFICATIONS

BTEC:

Art and Design - **Distinction**

A LEVELS:

Art: **B** Physics: **B** Maths: **C**

EDUCATION

BA 3D Games Art and Design, University of Hertfordshire. (2016-)

Art and Design Foundation, Coventry University (2015-2016)

King Henry VIII Sixth Form (2013-2015)

King Henry VIII Senior School (2007-2013)

VOLUNTARY WORK

Games Art and Design Student Rep of UH Animation (2017-2018)

Physics tutor for GCSE students.

Leamington Hockey Club coach for children aged 5-14

ADDITIONAL ACHIEVEMENTS

Full UK driving License

Gold Duke of Edinburgh Award

Completed the "National Citizenship Service" challenge

HOBBIES

Captain of St Albans Mens Hockey team

The Park Run

Sketching from life