

SIMON DOUTHWAITE

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SUMMARY | I am an ambitious, driven person who is hardworking and passionate about the games industry, particularly character art. I work effectively to meet deadlines and I always learn from others, especially taking feedback and learning new techniques in order to improve my own work.

RELEVANT SKILLS | Character Design, Sculpting, Topology, Texturing, Unwrapping, Drawing, Character Rigging, Environment Modelling, Prop Modelling

SOFTWARE EXPERIENCE | Autodesk Maya, ZBrush, Substance Painter, Substance Designer, Adobe Photoshop, xNormal, Topogun, Quixel Suite, Marmoset Toolbag 3

WORK HISTORY | **KITCHEN ASSISTANT OYSTERFLEET HOTEL**
JUNE 2014 - PRESENT

As a kitchen assistant, I have been responsible for cleaning dishes and emptying bins, as well as making sure that laundry is up to date. Over the last 8 months, I have been taking on the role of a commis chef, and these responsibilities include preparing garnishes, as well as starters and desserts.

EDUCATION | **SOUTH ESSEX COLLEGE OF HIGHER EDUCATION, SOUTHEND-ON-SEA**
BSC (HONS) COMPUTER GAMES DESIGN
Coursework

- Final Major project saw me create 5 game-ready characters to various art styles
- Group Project saw me create a mobile game and a 3D game prototype

INTERESTS & HOBBIES | I love playing games, regardless of genre. I enjoy reading both comics and novels, preferably crime novels such as Jack Reacher. I also play American Football for the East Essex Sabres and I also spend time at the gym.

REFERENCES | Available on Request