

CONTACT DETAILS

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INTRODUCTION

I have recently completed my degree in Physics and I am now looking for employment as an artist in the computer games industry. Making artwork and playing games have always been my favourite hobbies and I would love to have a career which incorporates aspects of both.

All of my computer art skills have been self-taught. During my degree I was introduced to programming and I became interested in incorporating my artwork into games. I have begun my own game projects, both programming them and creating the models and textures. I have also contributed artwork to a couple of my friends' games. I would love to work with a professional team on a larger project.

My Physics studies have sharpened my analytical and problem solving skills and I have accustomed myself to working independently and learning quickly. I believe that I have the passion for games, the drive to continually learn and improve my skills and the raw talent necessary to become a great game artist.

EDUCATION / QUALIFICATIONS

From:	To:	Place of Education	Subject / course	Grade
2001	2005	University of Oxford	Physics (Mphys)	2.1
1999	2001	St. Pauls R.C. Comprehensive School (Sixth Form)	A-levels: Art and Design Design and Technology Mathematics Physics	A A A A
1994	1999	St. Pauls R.C. Comprehensive School	GCSEs: Art D&T: Resistant Materials English English Literature French Geography Mathematics Music Religious Studies Science: Double Award	A* A* A* A A A* A* A* A* A* A*/ A*

WORK HISTORY

2005	Freelance	New cover concept sketch for the new edition of "Schrödinger's Rabbits" below.
2004	Freelance	Graphics for "Illuminated Design", a website under development.
2004	Freelance	Illustration for "Schrödinger's Rabbits: The Many Worlds of Quantum" by Colin Bruce. I worked directly for the author completing the work during the summer vacation.
2004	Voluntary	T-shirt design for Oxford University Speculative Fiction Group.
2002	Voluntary	Revamp of logo for the Oxford University Computer Society.
2000	Palm Pictures, London	One week of work experience at an audio/visual entertainment company. Each day I saw a different area and did various tasks, such as scanning and cleaning up photographs using Photoshop and updating some musician's archives on the central databank.
1998	Dale Studios, Leicester	Two weeks of work experience as a graphic design assistant. During my time there I designed 3 Christmas cards, one of which was for the studio, the others for local printmakers.

COMPUTER GRAPHIC / ART SKILLS

3D software: Maya and 3ds max (polygon modelling and UV mapping in both), Cinema 4D.

2D software: Adobe Photoshop, Jasc Paint Shop Pro, Corel Painter Classic
I have excellent traditional art skills and I can work in many different styles.
I have a high level of computer literacy

OTHER SKILLS AND INTERESTS

Programming: Pascal (taught on the Physics practical course), C (learned in my spare time for my own game projects and used to write the program for my major project, "Dynamics of Globular Clusters"). HTML (self taught).

I like to create art as a hobby and I find painting very relaxing. I have sold some of my watercolours and carried out watercolour commissions in the past.

I play a variety of computer games, my favourite type are space sims and strategy games. I also enjoy unusual board games and card games.

Science Fiction and Fantasy are my favourite genres of books, games and films. At university I became involved in the organisational side of the OU Speculative Fiction Group, being responsible for the video meetings for 2 years.

I enjoy music and at school I was always an active member of the orchestra.

Swimming and kayaking are my favourite sporting activities.

REFERENCES *Removed from online version**

** If you are a potential employer and would like a complete version of my CV please email me.*