

## Experience :

### Brainbox Software

<http://www.dragonswakegame.com/>

I was tasked with creating various environment and mural sprites to improve the appearance for Dragon's Wake.

### 3d Environment Artist/ 3d Artist

Wander 2015

<http://wanderthegame.com/>

Working offsite on the explorative MMO Wander.

I was tasked with creating a wide variety of assets from environments to props and even the odd character customisation assets from time to time. Though my main tasks were environment assets. I often had to manage myself as communication was relayed through Slack and Asuna schedules. This also required I have a strong understanding in all my skills as asking for help may require a wait.

### Freelance

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### JBS Design

<http://www.jbsdesign.co.uk/>

JBS Design commissioned me to bring in a previously rendered scene to unreal 4 taking advantage of all its features to produce the best and most realistic walk through possible

### Nectar Games -

<http://nectar-games.com/>

Contracted to work on various assets based on description and rough references, off site for their unity game "PULP!" I was tasked to craft unique set of cannons and weapons to be placed on ships each with strong silhouettes. I also textured and unwrapped some ship models and created various floating islands with foliage.

### 3d/2d Artist

Subspark Media

<http://www.subspark.com/>

March 2011 - January 2012 (11 months) Melbourne, Australia

Shipped title: Astroplasm ISO

Working off site to produce quality 2d/3d work for Astroplasm and various other unreleased games of varying styles and platforms. I was let go after my contract expired and funding ran out. I was often left on my own accord to craft a wide array of work for the company. Including concept art, 2d environments, 3d environments and 3d characters.

### 3d Artist

Redtribe

<http://www.redtribe.com/>

February 2009 - September 2009 (8 months) Melbourne, Australia

Redtribe was my first venture into game development after school. I had to often branch out into multiple areas such as characters and concept but my main job was an environment artist. Despite how new I was to the company and industry as a whole I was considered valuable member of the team to survive two rounds of redundancies until the 3rd came and all but a hand full of people were let go after our original IP was never funded despite being well received.



## Shipped titles:

### **Wander**

PS4/ Steam  
June 2015

Role: 3d Environment Artist/ 3d Artist

### **Dragons Wake**

Steam  
December 2015

Role: 2d sprite Artist

## Software Experience :

3d Studio Max  
Photoshop  
NDO2 & DDO  
Zbrush  
Marmoset2  
Xnormal  
Substance Designer  
Substance Painter

## Game Engines :

UDK  
Unreal 4  
Unity  
Cryengine

## Competencies :

Keen eye for detail, graphics and artistic styles  
Work well under pressure  
Highly motivated  
Works well in a team or solo  
Eager to polish talents to all new levels  
Problem solver  
Determined to produce high quality work  
Quick learner and self taught  
Passionate about art and games  
Professional work ethic  
Traditional art skills  
Strong communication and team skills  
Fluent in English, both verbally and written  
Good knowledge of the gaming industry  
Ability to accept feedback and adapt to change  
Able to keep up and learn new programs quickly