

## Professional Profile

Highly proficient use of various computing applications. Recent project experience on Feature Film: 'Happy Feet 2' due for impending release. Past experience working on the AAA title, 'LA Noire'. Current tertiary qualifications plus 3 years relevant industry experience utilizing the following software:

Maya	ZBrush	BodyPaint3D
Houdini	Mudbox	HTML/CSS
Photoshop	Mari	UDK, CryEngine & Unity

## Professional Experience

### Surfacing Artist - Dr D Studios

- Liaise with Creative Director to achieve the best look for the artwork.
- Setup shaders with tweaks for the assigned assets.
- Created texture maps for environment and prop assets, which includes Diffuse, Displacement, and some Sub Surface Scattering.
- Problem solve and fix seam issues.

### Final Layout Artist - Dr D Studios

- Complete Tech Check Renders to identify issues, and ensure dependencies work correctly.
- Liaise with Supervisor or Lead Artist to determine footprint work required, and check shot continuity.
- Setup, create, and maintain footprint grids throughout assigned shots with updates and tweaks.
- Meet deadlines for high priority targeted shots.

### Layout Artist - Team Bondi

- Production of pre-visualisations from storyboards
- Development of action sequence timelines
- Incorporation of DA into scene files
- Trouble-shooting/Solution focus debug for cinematics in game

### Population Artist - Team Bondi

- Creation of environmental terrain
- Population of environment and surrounding blocks and Special Locations
- Optimization of buildings and generic art
- Develop ideas for props
- Trouble-shooting/Solution focus debug

### Texture Artist - Holopoint

- Transformation of existing character set to create unique combinations
- Creation of character uniforms/wardrobe
- Creation of city-scape pre-visualisation
- Modeling of buildings and terrain

## Work History

January 2011 - November 2011  
Surfacing / Layout Artist, Dr D Studios, Sydney NSW

October 2009 - December 2010  
Layout Artist, Team Bondi, Sydney NSW

January 2009 - October 2009  
Population Artist, Team Bondi, Sydney NSW

September 2008 - December 2008  
Texture Artist, Holopoint Interactive, Adelaide SA

## Tertiary Education

November 2008 - Advanced Diploma of Screen (Game Art)  
TAFE South Australia - Modbury

November 2007 - Diploma of Screen (Game Art)  
TAFE South Australia - Modbury

## References

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