



## CONTACT ME

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# PERSONAL SKILLS

While the majority of my skills are related to Games Art, design and development, I



### EDUCATION

- O BA(HONS) ANIMATION GAMES ART IN PROGRESS
- O FOUNDATION DIPLOMA IN ART & DESIGN
- O 3 A2 LEVELS: COMPUTER SCIENCE PHILOSOPHY MUSIC TECHNOLOGY
- O 11 GCSE'S INCLUDING ENGLISH AND MATHS
- O MUSIC: GRADE 5 CLASSICAL & GRADE 5 THEORY



#### WORK EXPERIENCE

- O LEAD DEV, 3D GENERALIST, DESIGNER, LEAD CODER COMMUNITY MANAGER, WORLD BUILDER MESA 5 SECOND LIFE: VIRTUAL EXPERIENCE
- O ADDITIONAL CAMERA THE STONE ROSES: MADE OF STONE WARP FILMS
- O **3D GENERALIST, CODER, LEAD SOUND DESIGNER** GREEBLERS (DEV & CONTENT CREATION TEAM)

have a variety of other skills relating to audio and music production as well as teaching and team management skills from my time as an assistant jujitsu instructor and as a freelancer/indie content creator.

#### My personal skillset includes:

3D Modelling | Sculpting | Texturing UVing | Procedural Imagery | Animation Level Design | Unreal Blueprint Second Life Scripting | Lore Creation Worldbuilding | Game Design

Photography | Image Manipulation Digital Painting | Video Editing Community Management | Content Promotion

Piano

Sound Recording | Music Production | Composition

Jujitsu | Indoor Skydiving Debating | Presenting | Teamwork SECOND LIFE: VIRTUAL ASSET STORE

- O **3D GENERALIST, CODER, LEAD SOUND DESIGNER COMMUNITY MANAGER, WORLD BUILDER** STARBASE ALPHA SECOND LIFE: VIRTUAL EXPERIENCE
- O ASSISTANT MARTIAL ARTS INSTRUCTOR KAMIZA DOJO - ASHTON-UNDER-LYNE
- O COURT CLERK LIVERPOOL CROWN COURT KENWORTHY'S CHAMBERS (BARRISTERS)



#### SOFTWARE SKILLS

**3** D

Maya | Mudbox | ZBrush Substance Painter | Substance Designer Quixel Suite | Filterforge Unreal Engine 4 | Second Life

**2D** Adobe Photoshop | Adobe Premiere | Adobe Animate

> **Audio** Adobe Soundbooth | Audacity

**Music** Apple Logic | Cubase | ProTools | Reason | Sibelius

**Office** MS Office | Google Docs | Wiki Management