# JACK WALKER
## 3D ENVIRONMENT ARTIST

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## Objective

To be part of an innovative and professional games team, creating immersive 3D environment experiences. I feel that I am highly motivated, eager to learn and I will prove myself as valuable asset within your company.

## Education

**September 2011; Computer Science BSc (Hons) University of Sheffield (2:1)**
I studied many aspects of advanced computing, from object-orientated programming in Java to artificial intelligence and robotics.

My final-year, first-class, dissertation project: "An Enhanced Video Game Experience", allowed me to further explore my creative passions by modifying an existing video game using a virtual reality suite to trigger different emotions in the player.

One particular highlight of my degree course was the 'Games Technology' module. This group-oriented module allowed me to utilise my 3D modelling skills and use the Unreal Development Kit to create a 3D third-person tower defence game.

| **August 2007, Advanced GCE Level** | | **June 2005, GCSE Level** | | | |
|---|---|---|---|---|---|
| Mathematics | C | Mathematics | A | History | B |
| Business Studies | C | English Language | B | Geography | C |
| Geography | C | English Literature | B | ICT Double Award | C |
| | | Graphics | B | Science Double Award | C |

## Relevant Experience

**January 2012 – Present; Design Visualiser at Smith of Derby Ltd**
• Communicating with clients to extract a brief then design and create bespoke timepieces from the ground up.
• Developing scenes and environments that fully showcase the product to the client.
• Producing 2D artwork for presentations and literature.
• Supporting all departments with visuals and website maintenance.
• Working closely with the engineering department to ensure the product specification can be met.

**January 2012 – Present; Lead 3D Artist at Jackboot Games (Cryengine)**
• Creating various environment assets (primarily foliage) and thier LODs.
• Co-ordinating the 3D team.
• Providing advice to the more junior members.
• Interviewing potential 3D artist candidates.
• Working with other departments to ensure a detailed and realistic quality throughout

## Skills and Knowledge

**3D Software Knowledge**
- 3D Studio Max ●●●●○
- Autodesk Showcase ●●●○○
- Mudbox ●●●○○
- Zbrush ●●○○○
- XNormal ●●●○○
- Unreal Development Kit ●●●○○
- CryEngine Sandbox ●●●●○

**2D Software Knowledge**
- Adobe Photoshop ●●●●○
- Adobe Illustrator ●●●○○
- Adobe Indesign ●●●○○
- nDo ●●●○○

**Programming Knowledge**
- Java ●●○○○
- Java OpenGL (Jogl) ●●○○○

## Hobbies and Interests

In my down-time I genuinely love to play computer games and try to understand the underlying gameplay features and dissect the artwork that goes into making captivating and believable environments. I also spend alot of time experimenting with different approaches to game/environment art in addition to reading forum posts and tutorials to try to better my 3D skills.

One of my other pasttimes is watching films (with the Indiana Jones trilogy being my favourite!), as well as going out with friends and attending the gym.