

Jack Parsons

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Portfolio: hiyougami.co.uk

CV – Game Artist (3D)

Skills

Photoshop	CS2 - CS6	Every day for the last 8 years
Maya	2015 - 2016	18 months experience, daily usage
3ds Max	2013 - 2015	Used most between 2012 and 2014, weekly
Blender 3D	2.46 – 2.57	My choice of modelling software for 3 years.
After Effects	7.0 - CS6	8 years, regular, comfortable usage
Quixel SUITE	2.0	2 months, enjoy using
Hard surface modelling		6 years, most comfortable modelling style
High/low poly modelling		Comfortable with both, incl. baking maps to low poly
Texturing 3D models		Comfortable doing both with and without Quixel, know both classic and PBR workflows intuitively
Game Environment Art		7 years, passionate interest
Video Editing/2D Compositing		8 years amateur experience
3D Photogrammetry		Some amateur experience
Game Engines		Unreal Engine 4, Unity 4 & 5, Source Engine
Programming Languages		Python, Java, C#.

Professional Experience

2012 – 2015	Worked as freelance Assistant Level Designer/Artist on <i>The Stanley Parable</i> and Lead Artist on <i>The Beginner's Guide</i> with writer Davey Wreden (Galactic Café, Everything Unlimited).
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Education

Oxford Brookes University

Modular DipHE named, Computer Science, Merit

2012 – 2014

Portfolio & Contact

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