

Frost Donovan

JUNIOR ENVIRONMENT/ TECHNICAL ARTIST

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Summary

I am an artist with a non-traditional background, coming from programming and production. I fell in love with game art while working as a producer alongside artists creating and publishing games during my undergrad, and since have been pursuing a masters in game art. My background gives me an aptitude for picking up and learning new software and technical principles quickly, and I have excelled at learning, adapting, and experimenting with new workflows. My production experience has given me a strong grounding in agile methodology and helped train my flexibility, helping me understand and utilise the different stages of production, and helping me communicate and work well in a team of mixed skills and abilities.

Like most people in games, I'm a massive nerd. I love film, and love how my masters has given me a deeper appreciation for the medium as I started to learn and analyse how composition and especially lighting were set up in a shot and why. I've also got into Warhammer 40k for it's deep and at times wildly over the top lore, and have recently bought a 3D printer, which may be the coolest purchase I've ever made.

Skills

- **Art Software:** Maya, zBrush, Substance Designer, Substance Painter, Blender
- **Game Engines:** Unreal Engine 5, Unreal Engine 4, Unity
- **Agile Management:** User Stories, Story Points, Velocity, Sprint & Release Planning & Review, Scrum, CD Pipelines
- **Software:** Jira, Confluence, Git, Trello, GitHub & Bitbucket, Google & Microsoft Suite
- **Languages:** C#, C++, LaTeX, Github Actions

Published Games

Castan - Producer

Unity 2020.3

SELF PUBLISHED TO STEAM ([HTTPS://STORE.STEAMPOWERED.COM/APP/1836170/CASTAN/](https://store.steampowered.com/app/1836170/Castan/))

September 2021 - May 2022

- Utilised Story Points & Velocity, Release Planning, and Jira to manage scope
- Facilitated & assisted with several significant redesigns
- Developed a Github Action workflow to automatically build, test & publish daily builds to Steam

Carma - Producer

Unity 2019.4

SELF PUBLISHED TO STEAM ([HTTPS://STORE.STEAMPOWERED.COM/APP/1603990/CARMA/](https://store.steampowered.com/app/1603990/CARMA/))

Published June 2021

- Shortlisted for the Grads In Games Student Game Award
- Worked with a multidisciplinary team to bring Carma from concept to published game
- Planned sprints and development milestones using Agile
- Removed blockers and streamlined development pipelines
- Focused on maintaining team health and reinforcing healthy working practices
- Set up Steam store and maintained updated builds

Awards

2022 **Finalist**, Grads In Games Student Game Award

Education

Falmouth University

Falmouth, United Kingdom

MA GAME ART

September 2022 - August 2023

- Liaised with technical staff to secure further education on physical lighting techniques for myself and peers
- Supported peers with technical and project management aspects, especially those new to game development

Falmouth University

Falmouth, United Kingdom

BSc COMPUTING FOR GAMES

September 2019 - June 2022

- Worked with multi-discipline teams to bring several games through a full development cycle
- Published two to Steam, one of which was shortlisted for Grads In Games Student Game Award
- Wrote a dissertation on Continuous Delivery (CD) In Student Teams, implementing and analysing the effect of CD pipelines
- Graduated with a 2:1 Honours

Work Experience

Director

GLASS NOMAD GAMES

- Started a company to publish video games my team and I were developing
- Managed company accounts and government-required paperwork
- Handled Steam registration, set up, and backend work for multiple titles

Falmouth, Cornwall

March 2021 - May 2022

Senior Ambassador

FXPLUS

- Responsible for the smooth running of events
- Managed the distribution of Student Ambassadors during events
- Relied on to handle any complications or problems that arose during an event

Falmouth, Cornwall

June 2020 - September 2021