Frost **Donovan**

Junior 3D Generalist, Assistant Lecturer

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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 have since completed a Masters in Game Art and am working part time as an environment artist with an indie studio. I am a generalist 3D artist who specialises in environment, lighting, and technical art, but I am always looking for opportunities to branch out and expand my knowledge and skills.

Through my masters and undergrad I have spent a lot of time helping to teach my peers, rewording and re-explaining lectures, providing constructive feedback, and attending first year art classes during my masters. This attendance was initially to help brush up on my fundamentals, but quickly turned into me assisting with teaching the first year students. This is something I've found incredibly rewarding throughout, and I would love to continue it in the future, either in a lecturing or mentor role.

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 its deep and wildly over the top lore, and have recently bought a 3D printer, which may be the coolest purchase I've ever made.

Technical Skills

- **Art Software:** Maya, zBrush, Blender, Substance Designer, Substance Painter
- **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

Published Games

Castan - Producer   *Unity 2020.3*

Self published to Steam (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/)   *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

Work Experience

Environment & Lighting Artist   *Falmouth, Cornwall*

Octoghost Studio   *February 2023 - Current*

- Worked closely with designers, turning blockouts into recognisable areas
- Balanced creating aesthetically pleasing areas with maintaining mechanical robustness and improving player flow
- Lit environments, with a focus on subtly guiding players

Director   *Falmouth, Cornwall*

Glass Nomad Games   *March 2021 - May 2022*

- 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

Education

Falmouth University   *Falmouth, United Kingdom*

MA Game Art   *September 2022 - August 2023*

- Heavily focused my pieces, improving both my technical and artistic skill and understanding
- Supported peers, especially with technical and project management aspects
- Volunteered in first year art classes to help teach new undergraduates

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