# Jack Parsons

Stockholm – 22 January 2016
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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 |
| 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 *The Stanley Parable* and Lead Artist on *The Beginner's Guide* with writer Davey Wreden (Galactic Café, Everything Unlimited Ltd).

## Education

### Oxford Brookes University

Modular DipHE named, Computer Science, Merit
2012 – 2014

## Portfolio & Contact

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