Jack Parsons

Stockholm – 02 December 2015
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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	16 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	2.0	1 day but hear me out I'm working on it
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		Good at texturing but still getting the hang of UV unwraps
Game Environment Art		6 years, passionate interest
3D Photogrammetry		Some amateur experience
Video Editing/2D Compositing		8 years amateur experience
Game Engines		Source Engine, Unreal 4, Unity 4 & 5
Programming Languages		Python, Java, C#.

Previous Work

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

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