

Jack Parsons

Stockholm – 16 September 2015

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Email: jack@hiyougami.co.uk

Portfolio: hiyougami.co.uk

CV – Game Artist (3D)

Skills

Photoshop	CS2 - CS6	Every day for the last 8 years
Maya	2015 - 2016	13 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
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, Unity, and basics of UE4 editor
Programming Languages		Python, Java, C#.

Previous Work

2012 – 2015	Worked as freelance level designer/artist on The Stanley Parable and other upcoming game with Galactic Café (Davey Wreden).
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Education

Oxford Brookes University

Modular DipHE named, Computer Science, Merit

2012 – 2014

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