Hayden Jones

Skills

- Hardsurface modelling - Vehicles, weapons, music equipment
- Environment - Buildings, miscellaneous props
- UV unwrapping

Education

- Bachelor in Creative Technologies (Game Art) at Media Design School, Auckland, New Zealand. (2016 - 2018)
- Certificate in Visual Arts at Wintec, Hamilton, New Zealand. (2014)
- NCEA Level 1 (achieved with Merit) (2012)

Experience

- Verge (3rd year University Project, Game) - Yuge Units (team of five)
    - Player car
    - Buildings (modelling only)
    - Props
    - Level design / asset placement
    - UI assets

Software

- Autodesk Maya
- Adobe Photoshop
- Substance Painter
- Quixel Suite
- Unreal Engine 4
- Pyxel Edit

Contact

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- Twitter: @Wafflezerker
- Mobile: 0211349442
- Artstation: artstation.com/wafflezerker
- Portfolio: haydenjonesportfolio.tk

Reference

- Ivan Kymel - Lecturer
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    - Email: ivan.khmel@mediadesignschool.com