Will Dudley - Environment & Tech Artist

I am a skilled 3D artist with 5 years experience and have worked on four great mobile games and two AAA published titles. I enjoy working closely with the whole development team to create fantastic looking games that we can be proud of. I have a keen creative mind and am always brimming with ideas and concepts that I can't wait to try out.

I enjoy tackling problems from all angles, so as well as my skills in 3D art, I am developing skills in tool scripting and shader creation. I am always looking to improve myself, and enjoy collaborating with others to find techniques and practices that will enhance the quality and speed of the work we produce.

Skills:

Hard Surface Modelling	Style Development	Rapid Prototyping
Shader Creation	Art Tools Development	Pipeline Development
Texturing	Lighting	Asset Integration

Experience:

Freelance Artist - August 2016 - Present

For the past few months I have been doing freelance work. This has included Environment Art, Character Art, and Rapid prototyping.

Marmalade Game Studios - Lead Environment Artist - January 2015 - August 2016
Artist - April 2013 - January 2015

Projects:
Rize: Zombies, Transformers: Robots In Disguise, Hasbro Arcade, Littlest Pet Shop: Your World

Responsibilities:

Project Lead Artist	Environment Design and Art
Vehicle Art	Character Art
Visual Effects	Style Development
Rapid Prototyping	Pre-production Art
Level Assembly Planning	Animation
Managing Outsource	Asset Integration

Lionhead - Facial Animator
March - June 2012
Project:

Responsibilities:

Facial animation at Lionhead was created with a morph-target based system. This was primarily used to create animations using video reverence from mo-cap shoots, but also animating to a audio track without video reference.

Rare Ltd - 3D Artist
March - December 2011
Project:

Over the development of Kinect Sports Season Two I took on many roles. Primarily creating in-game assets such as sports equipment, I also spent time rigging props for animation, and tracking down and solving bugs found by the QA team. I was kept on for the development of the DLC, and am very proud that some of the new game modes rely entirely on new art that I created.

Responsibilities:

Modelling	Texturing
Asset Creation	Shaders
Character and Prop LODs	Bug Fixing
Asset Integration using In-House	Xbox Dashboard Themes
Software	
Mechanical Animation and Rigging	

Game Jams:

I love Game Jams and and very proud to have won the King Game Jam and the Great British Winter Game Jam, and come second in the Creative Assembly Game Jam at EGX Rezzed.

Software Experience:

Maya	3DS Max	Adobe Photoshop
Unity	3D Coat	Unreal Development Kit
Zbrush	Source Engine	

Interests:

Other than video games, I enjoy reading and cinema. I'm always looking for an exciting new book or film, or to catch up on a classic that I may have missed. I also enjoy travel and have spent some time touring Costa Rica with World Challenge in 2007, and spent 10 weeks touring South East Asia in 2009.

Qualifications:

2007-2010   **University of Portsmouth**
BSc (Hons) Computer Animation 2:1

2005-2007   **Godalming College**
A - Levels:
Design and Technology
English Literature
Psychology
General Studies

2000-2005   **Glebelands School**
GCSEs:
Mathematics
English
English Literature
Physics
Chemistry
Biology
Drama
D&T Resistant Materials
French
History

Referees:

Terry Lee - Producer, Marmalade Game Studio - terryjleee@gmail.com
Aaron Ludlow - Producer, Marmalade Game Studio - aaron.ludlow@playstack.com
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