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## Experience and Skills

- **Working with Creative Director and Producers** to plan and process multiple **Motion Capture shoots** on location and in studio at **Pinewood** and **Shepperton** film studios.
- **Liasing** with Centroid 3D **Motion Capture** studio to efficiently achieve best possible deliverables for in-game use.
- **Key Frame Animation** and **Motion Capture Processing** for use in 2D and 3D mobile games, using **3DSMax**, **MotionBuilder** and **Unity**.
- **Scripting** using **Max Script** in **3DSMax**, **Python** in **MotionBuilder** to automate and streamline work processes.
- **Animation Pipeline** design, **Inter Software Manipulation** of assets and **Problem Solving** when working between **3D softwares** and **Unity/In House** game engines.
- **2D** and **3D artwork** for **mobile games** using **Photoshop** and **3D Studio Max**.
- **Mentoring** and **training** of new and junior staff, in capacity as **Lead Artist**.
- **Mentoring** University students in a voluntary capacity on **Sheffield Hallam University Career Mentoring Scheme**.

## Education

- **BSc (Hons) 2.1 Natural and Human Environments**, Sheffield University **July 2014**
- **MSc Multimedia Technologies for E-Commerce**, Sheffield Hallam University. **June 2002**
- **BSc (Hons) 2.1 Information Technology**, Sheffield Hallam University **July 1994**
- **Foundation Studies in Art and Design**, Sheffield City Polytechnic **July 1986**
- **A levels: Art [B], History of Art [D]**, Granville College **June 1984**
- **A/O level: French with Literature [D]**, Pocklington School **Autumn 1979**
- **O level: Mathematics [A], French [A], English language [B], English literature [B], History [B], Latin [B], Physics [B], Chemistry [B], Art [C]**, Pocklington School **Summer 1979**

## Training

- **1997 to 1998: TriTec**, Sheffield. Studied **NVQ Computer Graphics and Design**, including **Photoshop** and **web site design**.
- **1995 to 1997: Development of computer arts skills** using an **Amiga**, **Deluxe Paint IV** and **Imagine**.
- **1986 to 1987: Mount Pleasant Community Centre**, Sharrow lane, Sheffield, **Introduction to Electronics**, studying basic and advanced electronics.

## Hobbies and Interests

Hiking. Yoga. Meditation. Photography. Music appreciation and performance. Reading. Computer games.

## Games Industry Work History

2002 to current: Distinctive Developments: Artist, Lead Artist.

1998 to 2001: Distinctive Developments: Console Games Developer.