

James Gardener, 3D Artist

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OBJECTIVE *To work with motivated individuals focused on creating awe inspiring 3D environments and immersive props.*

SKILL SET

- Maya
- Photoshop
- Crazybump
- xNormal
- Ability to learn new techniques and software quickly and share information amongst peers
- Gamebryo
- Unreal Development Kit.
- High and low poly modeling.
- Zbrush, Mudbox.
- Excellent communication skills.
- Creating materials including: normal, height, spec and colour maps.

EDUCATION

02/09 - 12/10

Academy of Interactive Entertainment Ltd - Advance Diploma of Professional Game Development (Art).

- Modeling
- UV layout and texturing
- Rigging and animation
- Concept art
- Lighting and vertex shading
- Game development industry presentations