

I aspire to have a career digitally creating 3D pieces within the film industry.

I love learning and exploring new things by keeping up to date with current film, game and technology news. I also enjoy attending exhibitions and conventions like EGX and MCM to get an exclusive insight on what's to come and attend developer talks.

I built my personal computer and often upgrade or add to it to meet current industry standards as pipelines involve more demanding products. This allows me to investigate different software, finding new methods and techniques to enhance and streamline my professional work.

I am an organised individual and like to have my time well planned; this allows me to structure my work and personal time. Having this skill enables me to work effectively and efficiently, especially when managing multiple deliveries across simultaneous projects.

September 2010 – May 2013

Upper Second Class in 3D Games Art BA Honours at University of Hertfordshire

I have experience with the following software:

- Pixologic zBrush
- Geomagic – Studio, Wrap
- Agisoft Photoscan
- Autodesk – Maya, 3D Studio Max and Mudbox
- Headus 3D Tools
- Mephisto – Capture, Process
- Polyworx
- Leica Geosystem Cyclone
- Adobe – Photoshop, Illustrator, AfterEffects, Premiere, Dreamweaver, Flash, Lightroom
- Unreal Development Kit and Unity
- nDo, nDo2, Topogun, Unfold3D
- Microsoft Office – Excel, Word, Powerpoint, Publisher
- I have a basic understanding of HTML and Python scripting.

September 2013 – September 2016

Freelance 3D Artist

October 2016 – Present

Full-Time 3D Generalist

I worked freelance with Plowman Craven Ltd. Entertainment Team until becoming employed on a full-time basis to create digital doubles of props, sets, animals and talent from scan data for VFX use in film and television on multiple projects.

- Assisting data capture on set with photogrammetric rig, white-light system and arm laser scanner.
- Interacting with sub-contractors remotely and within the office to delegate tasks and provide feedback.
- Supervising scan sessions on location, liaising with and directing clients, scan team and talent.
- Mentor role with responsibility for teaching colleagues techniques and workflow.
- Reporting project progress directly to project leader.
- Communicating with and delivering finished projects to the client.
- Texturing architectural models from photos.
- Modelling artefacts from reference photos and designs.
- Processing raw scan data (point cloud, polygon mesh and textures) into a final accurate product for delivery.
- Generating training graphics for a confidential client on a highly classified basis.

- Game of Thrones
- Guardians of the Galaxy
- Night at the Museum 3
- Rugby World Cup
- In the Heart of the Sea
- Kingsman Secret Service
- Avengers: Age of Ultron
- Red Dwarf
- Doctor Strange
- Bladerunner 2049
- and many more...

November 2012 – January 2013

Concept Artist

Tirana Films International

I created early concept art for the main creature to appear in Tirana Films International's upcoming feature film Cute Little Buggers.

July, December 2012

Runner

Sony Entertainment Television

I was a runner on set of a Jopia Films promo for Sony Entertainment Television, Directed by Tony Jopia and Tirana Films International's feature film Crying Wolf, Directed by Tony Jopia.

- Keeping cast and crew supplied with any essential needs.
- Transporting valuable equipment.
- Managed float given by production manager.
- Striking the set after filming.

