

YOUR NAME

Your discipline i.e. “Senior Programmer” “Technical Artist” “QA Tester”

CONTACT DETAILS

Email Address:

Telephone Number:

Website:

LinkedIn:

Postal Address:

PERSONAL STATEMENT

**This is your chance to highlight your personality traits and your ambitions but be sure to keep it relevant, for example:*

As a Marketer I am very enthusiastic and hard working. I am naturally a very positive and outgoing person and do not find it hard to inspire and encourage other team members to work to the best of their ability. I have also gained experience developing relationships with various clients on marketing and advertising campaigns, liaising closely with them to meet their needs to the highest standards.

KEY SKILLS

**Bullet point your key skills here, for example:*

- Focus on Character Art
- Character concept art and design
- High Res & Low Res, World Modelling, Environment Art, Prop Modelling
- Rigging & Skinning
- Excellent understanding of visual storytelling and the language of film
- Managed small to large teams of Artists: numbering 4 to 21



**ONE PLAYER
MISSION.**

TECHNICAL SKILLS

**List skills and experience levels for each skill, for example:*

Software	Experience Level	Software	Experience Level
3DS MAX	5 years	Photoshop	6 years
MAYA	2 years	After Affects	2 years
XSI	1 year	Unreal Engine	1 year

EMPLOYMENT HISTORY

Job Title, Company Name, Location

Name of project and platform it is released on

(April 2011 - Present)

Responsibilities:

- Character modelling, texturing and weighting.
- Review, provide feedback and manage character outsource work.
- Develop workflows for cross platform content.
- Work with animation, design and code to implement characters in game.
- Setup cloth simulations in Maya for export to engine.

Achievements:

- Led a team of six artists throughout game development cycle
- Designed main character for the game

Job Title, Company Name, Location

Name of project and platform it is released on

(June 2010 - April 2011)

Responsibilities:

- Character concept art, modelling, texturing, and rigging characters.
- Create outsource specification documents.
- Create and maintain a range of different character rigs that the fantasy nature of the project dictated.
- Created Mel scripts to help skinning setup.

Achievements:

- Acted Senior Artist for 3 months when called upon by the company
- Artwork featured in EDGE Magazine

EDUCATION & QUALIFICATIONS

University Name

Course

(September 2004 – June 2006)

Grade – 2.1

College Name

(September 2002 – June 2004)

A-levels:

- General Studies – B
- English – C
- Mathematics – C

LANGUAGES

English – Fluent / Native

French – Intermediate

German – Beginner

HOBBIES & INTERESTS

**This is your chance to write about what you do in your spare time.*

Playing video games, gymnastics, karate, spending time with family

REFERENCES

**Write the name, title, and contact details of 2/3 professional/personal referees.*

Joe Bloggs – Managing Director – Made Up Games
01234 567 890

Joanne Bloggs – Lead Designer – Random Studios
09876 543 210

