

Darrell James

3D Artist and Programmer

Summary	Graduate of University of South Wales completing the Game Art course. I aspire to be a technical artist and to work on large games with others. I am a self-motivated individual with a strong ambition to be in the Games Industry and am very passionate about learning more about computer hardware and software.								
Academic	<p>Univeristy of South Wales 2011-2015</p> <table><tr><td>Ba(Hons) Game Art</td><td>2.2</td></tr></table> <p>A-Level Llantwit Major School 2009-2011</p> <table><tr><td>Fine Art and Design</td><td>B</td></tr><tr><td>ICT Multimedia</td><td>Distinction</td></tr><tr><td>Product Design</td><td>D</td></tr></table>	Ba(Hons) Game Art	2.2	Fine Art and Design	B	ICT Multimedia	Distinction	Product Design	D
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Experience	<p>A week placement at Oyster World working on a variety of assets for a small open world game. I gained experience working with others, version control, as well as taking part in team meetings to understand the game's direction.</p> <p>Taken part in Global Game Jam at the University of Hertfordshire and created a small game called "Debris". Free to download here: globalgamejam.org/2015/games/debris. I helped with some of the movement mechanics, designed the shaders and scripted the procedurally generated content.</p>								
Skills	<p>3d Artist tools:</p> <ul style="list-style-type: none">Adobe Creative Suite, including PhotoshopUnreal Engine 4 & UnityAutodesk 3DS Max, Maya & MudboxModo <p>Programming languages:</p> <ul style="list-style-type: none">JavaScriptPHPC++PythonWeb Markup and Style LanguagesUnreal's Blueprints								
Contact	<p>E: darrelljuk@hotmail.com</p> <p>M: 07761 422128</p> <p>Website(s): darrellj.co.uk or darrellj.mypressonline.com</p> <p>References available on request.</p>								