

James Catterson

Environment Artist

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OBJECTIVE

Reliable and hard working 3D Artist Graduate with a 2.1 BSc (Hons) Computer Animation degree. Seeking a position as an Environment Artist in the Games Industry, utilizing extensive Modeling and Texturing skills and a passion for Computer Games.

PROFESSIONAL PROFILE

- Exceptional 3D modeling and UV mapping skills with 3ds Max and Mudbox
- Excellent Texturing skills using Photoshop
- Experienced with creating Normal maps from meshes and images
- Good Knowledge of Unreal 3 editor, including creating complex materials
- Proven ability to accurately model real world buildings and objects
- Able to work using given concept designs
- Steady and determined work ethic
- Well versed in meeting deadlines while maintaining asset quality
- Quick learner who works well under pressure, independently or as part of a team
- Outstanding communication, organizational and interpersonal skills
- Work was used by the University to promote the department through promotional postcards.

PROFESSIONAL EXPERIENCE

HB Studios

January 2010

3D Artist

I was employed by HB studios as a 3D Artist, working on a next gen sports game. I was responsible for producing game ready models and textures to briefs supplied by the Producer and Art Leads. The job required outstanding modeling and texturing skills and a good understanding of Maya/Photoshop.

The position required ensuring all work was in a build ready format and is completed by the project deadlines/milestones. The job involved me effectively collaborating with the Art Director and Producer to ensure the assets match expectations. It also required excellent Team work skills along with the ability to work with a high degree of self direction when necessary.

Lionhead Games – (Microsoft Games Studios)

November 2009 – December 2009

Contract QA Tester

I worked at Lionhead, in the QA department for *Milo and Kate*, an upcoming Natal based game and also *Fable 3*. My role involved finding and reporting issues/bugs/inconsistencies, being sure that detailed information on reproducing them is provided to Production. Verifying any potential fixes for these issues by reproducing the bugs and confirming any resolutions in Product Studio. I was also responsible for smoke testing each new build and passing results, along with any major new issues, to Production.

The role required great attention to detail, the ability to accurately reproduce any issues found, and then effectively communicating these steps in written form. The ability to stay focused while carrying out repetitive tasks and the ability to manage multiple given tasks. This role has given me excellent experience of game production in a world leading games studio.

Jagex Ltd

April 2009 – October 2009

Player Support Representative

I worked at Jagex, doing player support for their MMO *Runescape* and *FunOrb* mini games site. My job involves investigating player complaints and helping to ensure the community is safe by identifying suspicious behavior.

I was the Lead of the Offensive names team, this role involves training people in new systems and guidelines, monitoring performance and ensuring the team is running efficiently.

This role has helped me develop my judgment and has improved my attention to detail. This has given me firsthand experience of the operation of a leading games studio. I have also learned about the importance of keeping development information confidential. I was at the top of the Department's performance rankings for my final month.

Falling Pixel Ltd

December 2008 – April 2009

Freelancer

I was a Freelancer for 3D Request, Falling Pixel Ltd's subservice that caters for the sourcing and out-sourcing of customer 3D models. This involved creating 3D assets for clients and also managing some of the projects. This could cover organizing, scheduling, and liaising with clients and artists. It also involved making sure that the work fitted the client's brief and supervising the project up to final delivery. I created Low Polygon models of aircraft for a major defense company and stylized character heads for a Game Project.

EDUCATION

University of Portsmouth, Portsmouth, Hampshire

2005 - 2008

2.1 BSc (Hons) Computer Animation

Key Units

Drawing for Animation	- 60	Texturing and Light Models	- 67
Further Modeling and Animation	- 74	Contextual Analysis	- 70
Creative Media	- 62	Creative Vocational Project	- 67
Creative Technologies Project	- 60	Real Time Group Project	- 58

Team leader for two Group Projects which improved leadership, organisational and teamwork skills. Developed excellent skills at prioritizing projects, problem resolution, keeping to deadlines and a close attention to detail through university projects.

Hinchley Wood School & Sixth Form, Esher, Surrey

1997 – 2005

History & Media Studies A-levels

10 GCSE's grades A-C, Including Maths, English and Sciences.

HOBBIES & INTERESTS

Games are a big passion of mine, my current favorites are *BioShock* and *Left for Dead*. My all time favorite is *Max Payne 2*. I also enjoy watching films, Photography and Mountain Biking.