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ABOUT ME

I am very passionate and motivated by the work i create, i love to create 3D models specifically for games but i'm also open to creating products for the Film media.

Ever since i left high school i knew that i wanted to work in the games industry as gaming is and will always be a big part of my life.

To get fired up with inspiration i often look at current work found on ArtStation, doing this generates ideas for my latest projects but also sets a standard of professionalism as something to aim towards in an effort to become the best 3D artist i possibly can.

SOFTWARE

3DS Max, Substance Painter & Designer, UE4, ZBrush, Unity, PhyreEngine, XNormal, Photoshop, Flash, Marvelous Designer.

EDUCATION

WAKEFIELD COLLEGE

EXTENDED DIPLOMA | GAME DESIGN
DMM

SHEFFIELD HALLAM UNIVERSITY

BACHELOR'S DEGREE | GAME DESIGN
2:1

SHEFFIELD HALLAM UNIVERSITY

MASTER'S DEGREE | GAME DESIGN

WORK EXPERIENCE

BOX ART STUDIO'S - SHEFFIELD

CREATION OF A NEW INDIE TOP DOWN SCI-FI SHOOTER
GAME FOR PC, DEEP SPACE BOUNTY HUNTER
(LEAD 3D/ENVIRONMENT ARTIST)

STEEL MINIONS - SHEFFIELD

REMASTER OF INFOGRAME'S 2000 STRATEGY GAME HOGS
OF WAR FOR PS4
(PROP/TEXTURE ARTIST)

5% INTEGER - SHEFFIELD

CREATION OF A MYSTERY DETECTIVE GAME FOR PS4 USING
PHYREENGINE
(3D ARTIST)