

JAMIE JAMIESON

3D ARTIST & ENVIRONMENT ARTIST

CONTACT

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SKILLS

- Substance Designer
- Substance Painter
- ZBrush
- Maya
- Photoshop
- Bitmap2Material3
- Photography
- Unreal Engine 4

References

Tanguy Dewavrin

Atom Republic

tanguy@atomrepublic.com

+447503012676

Steve Brown

Course Leader (CGA)

sbrown7@ucreative.ac.uk

01252722441

Personal Statement

I am a qualified graduate from the University of the Creative Arts, Farnham, with an Honours degree in Computer Games Arts. I have a good imagination and am a versatile designer with a love of history, lighting, and architecture. I enjoy researching various subjects and I am thorough in what I do, making sure I can achieve the best result possible with the task at hand. I am dyslexic, so while words can sometimes be confusing, my three-dimensional skills are exceptional.

My interests in design and world-building started at the beginning of the two thousand when "Age of Empires" was the popular gaming phenomenon at the time. What I loved about it was the randomly generated maps and the building within the confines of the map. Later on, this interest in world-building intensified when games such as Halo and Metro 2033 put greater emphasis on the creating of environments. When I got my hands on UDK, this began my journey into the realm of Environment creation.

Having graduated, I now work as a Barista. While not exactly relevant to the games industry, my artistic ability's allowed me to use my skills to create latte art, to the point now where I am being advised to compete in the UK latte art championships. I am a hardworking, enthusiastic and highly motivated and I am keen to obtain work within the computer games industry and hopefully to build a successful career in an area that I have always enjoyed.

Paul Dalzell

Head of F&B

paulhdalzell@icloud.com

EDUCATION

University for the Creative Arts (Farnham) 2011 – 2014 – BA Hons Computer Games Arts

AWARD: Bachelor of Arts 2:1 Honours

The course provided me with a range of skills, ultimately allowing me acquire the skills of an environment artist. The subject covered included 3D Art as well as Concept Art, and the creation of a game.

Graduated: 24th June 2014

More House School, Frensham, Surrey, 2009-2011 (Sixth Form)

A-Levels

- Photography B
- Media Studies D
- Extended Project C

During my time in these studies, I learnt a lot about Composition and framing and storytelling within a frame. The skills I have learnt on these courses are very interchangeable and relate to most aspects of creative media.

More House School, Frensham, Surry, 2004-2009

GCSE

- Photography B
- Maths C
- English C
- Science C
- Leisure and Tourism D
- Business and Communication Studies C

EMPLOYMENT

St. Georges Hill Lawn Tennis Club, Weybridge, Surrey (Bar Staff)

I am currently Bar Staff, however, I am mostly considered the Barista at the club due to my skills with the professional Coffee machine and creating Latte Art within a simple cup. This also encompasses the technical skills that go with maintaining the machine in working condition and making sure that the right measurements for coffee grind, weight, and grind size (coarse to fine), and extraction time (between 20 to 30 seconds). Alongside this is the interaction with customers and sharing knowledge of Coffee, as well as training other Bar staff.

Key Skills

- Strong customer service skills
- Team work skills
- Understanding workflow efficiency and basic management.

Atom Republic, Woking, Surrey

Work Experience, July 2016, Environment Artist

My role was to fill in the shoes of an Environment Artist, working on textures and 3D meshes to fit into an open world scene.

Key Skills

- Team work skills
- Workflow within a studio environment
- Communication and task management

Awards

First Prize Photography award for Architecture

Released Mods

- Roman Weapons, Ark Survival Evolved, over 18,340 subscribers.
- British Empire, Stellaris (By Paradox Interactive), over 1,080 subscribers.