

Personal Details

Date of Birth: 28/06/1986
Address: 16 St. Albans Road, Sheffield, S10 4DP
Contact Number: 07805066927 / 0114 2630389
E-Mail: emile_albeer@hotmail.com
Website: www.emile-albeer.com

As an aspiring and enthusiastic 3D artist, I am willing to consider any entry-level roles that may be available to demonstrate my passion and devotion to visual development.

Previous Experience

Mollart Cox Engineering – July 2011 – August 2011

- A freelance art position involving the development of animations for the company's products
- Responsibilities:
 - Basic storyboarding, asset creation, animation production and compositing
- Skills Used/Learnt:
 - Mechanical animation development and advanced particle effect production.

Dare to be Digital 2010

- Part of the Grimmir Games team that developed Death Inc for the PSP
- Responsibilities:
 - Production of concept art, character production (modelling, rigging, texturing and animation), miscellaneous prop modelling and promotional material creation
- Skills Used/Leant:
 - PSP Devkit use, low-polygon character and asset creation, custom rigging

Games Republic Student Showcase 2009

- Games Design entree showing a platform game prototype entitled Prime-mate, developed using the Unreal engine
- Responsibilities:
 - Main character art, environment art, scripting and sound development
- Skills Used/Learnt:
 - Unreal engine development (kismet, matinee, custom character integration), games design principles

Education and Awards

Sony Computer Entertainment Award – Best Overall Student Performance Award 2009-2010

MA Animation for Computer Games

- Sheffield Hallam University (September 2009 – September 2010)
- Pass with Distinction

BSc (Hons) Computer Graphics and Visualisation

- Sheffield Hallam University (September 2006 – June 2009)
- First Class Degree

A-Levels

- Tapton School Sixth Form (September 2002 – June 2004)
- Computing (A), Maths (B), Sociology (A)

GCSEs

- Tapton Secondary School (September 1997 – June 2002)
- 10 GCSEs (A*-B)

Skills

- 3D Modelling
- Texturing
- Character Animation
- Character Rigging
- Lighting and Rendering

Software Used

3D/2D Packages:

Autodesk 3D Studio Max
Adobe Photoshop
Pixologic ZBrush
Autodesk MudBox
Autodesk Maya

Related Software:

Hansoft Project Management Tool
Codesion
UDK / Unreal 3 Editor
Adobe Flash, Premier and Dreamweaver
OpenGL, C++, HTML

Personal Experiences

Personal and Group Indie Game Development and Game Modding – I frequently participate with a number of teams that develop small personal projects, ranging from small indie games to custom mods for a number of well known PC games.

Personal Art Projects – I regularly develop 3D assets for showreel purposes as well as acting as a means of keeping my 3D art skills up to date while learning new techniques for 3D asset creation.

Interests and Hobbies

I have a keen interest in various forms of media entertainment including films, books, music and most importantly, video games. I regularly play a number of games, particularly RPG, Adventure and FPS games.

I consider myself a very active and social person and am involved in a number of outdoor activities. These include Rock Climbing, Hiking and Kick Boxing. I am also very interested in music and am a keen practitioner of the Harmonica and the Drums.

References

Reuben Fleming
Sheffield Hallam University
Furnival Building, S1 1WB
Contact: R.Fleming@shu.ac.uk

Dr. M Razzo
Co-owner, Nibbles Pizza
465 Glossop Road, Sheffield, S10 2QE
Contact: 0114 2682529