

Daniel Fisher Environment Artist

Resume / CV

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Personal statement

I have grown up with a strong passion for artwork and computer games my whole life. Working within games development allows me to pursue both of these, and progress my skills both creatively and technically. I believe that my skills, along with my enthusiasm for the subject will be of great benefit to any project.

Work experience

March 2009 – February 2011

Bizarre Creations – Environment artist.

James Bond 007: Blood Stone, Blur

- Modelling and texturing environments and assets under a strict workflow and technical restrictions.
- Using in house tools, shaders and game engine.
- Problem solving, bug fixing and performance optimisation.

At Bizarre I was given the opportunity to work on two completely different games that covered two completely different genres (racing and 3rd person adventure/ shooter). This allowed me to gain a deep understanding of the various technical and performance related issues that are specific to each genre. From an art point of view I was also able to learn how to optimise my workflow to work best for each gaming situation.

2007 - Worked along side client to create a van wrap design for ITI (Instruments to Industry)

2007 - Vector images for lullabyland.com

2007 - Joint web design for www.lamontsglossary.co.uk

2006 - Vector images and character designs for www.lullabyland.co.uk

2001 - Receipt and Distribution at Trafford General Hospital (2 weeks work placement)

Skills

Software Experience:

Autodesk Maya

Softimage XSI

ZBrush

Adobe Photoshop

Adobe Illustrator

Crazybump

Xnormal

Unreal Development Kit

SpeedTree

Knowledge

- Building levels from whitebox to shipping quality for both the driving genre and 3rd person adventure/ shooter genre.
- Creation of detailed textures using a variety of maps.
- Creation of high poly models and textures in ZBrush and conversion to low poly game assets.
- Creation of LOD models for performance enhancement.
- Rigging and creation of dynamic objects.
- Using and creating node based shaders, such as water and blend shaders.

Interests

In my spare time I like to draw and paint in both traditional and digital mediums. I like to draw anything, but in particular I like to draw cartoon characters and fantasy scenes as they are always fun and have endless possibilities. I have a keen interest in technology and computers as well as nature and wildlife. I also like to watch anime, juggle and play guitar. Of course I have a huge interest in computer games ranging from Amiga classics such as Pushover and Dizzy to the recent Gears of War, Uncharted and Crysis.

Education/ Qualifications

Cumbria Institute of the Arts (2005-2007)

BA (Hons) Multimedia Design and Digital Animation (specialising in modelling and texturing).

Grade: 2:1

Wellington School Sixth Form (2002-2005)

A Levels achieved in the following:

Art - Grade B

Technology - Grade A

Biology - Grade C

General Studies - Grade B

AS level Geography - Grade B

Wellington School (1996-2002)

10 GCSEs Grades A* - C