

Scott D. Purdie

Portfolio Link <http://scottdpurdie.wordpress.com>

Personal Profile

I have a burning passion to work in the games industry and I am looking for an entry level environment artist position in a company that will allow my artistic talents to grow. I am a highly creative and inventive artist with a desire for modelling and texturing. I am a hard working, dependable individual with a strong work ethic whether working alone or as part of a team. I have a particular eye for detail that I apply to all of my work along with passion and determination to only achieve the best results.

Skills Acquired

- Core Skills:**
- An excellent eye for detail.
 - Low and high poly modelling in **3DS Max** including environments, and props.
 - UV mapping and editing. Texturing, including from photo reference.
 - Game editor experience, **Unreal 3** including scripting, materials etc
 - Proficient in Photoshop (texturing, drawing).
 - Technically savvy. Problem solver.
 - Strong organisational and planning skills.
 - Communicative and a fast learner.
 - Lighting and rendering techniques.
 - Experience with **Light Wave** and **Maya**
 - Animating, rigging including characters.
 - Film theory, cinematic studies, camera set ups
 - Compositing, Video and Sound editing.

Education

University of West of Scotland	Computer Animation Honours Degree, 4th year (pending) 3DS Max, Light wave, Maya, Photoshop, Unreal Editor, After Effects
2007-present	Honours Project Grade (pending) Creation of high poly environment, texturing, modular design.
	Modelling for Special Effects Grade (pending) Particle systems using Max, After Effects, compositing.
	Virtual Environments Grade B1 (69) Creation of high poly environment, texturing, modular design.
	Modelling for Computer Animation Grade A (74) Creation of realistic high poly assets, maintaining edge flow, advanced lighting, team working and planning.
	CGI Film Making Grade A (71) Environment creation, texturing, uv mapping, lighting, time management and project management. Creating and maintaining a production schedule.
Motherwell College 2005-2007	HND Filmcraft and Animation Studying media theory and narrative structure. 2D animation and art. Concept work. Graphics, typography and interface design. Low poly character and environment models for a narrative project.
University of Paisley 2002 – 2004	Certificate of Higher Education in Computing Game design, Intro to programming (C,C++), java scripting, I.T., Computer Systems
Clyde Valley High School 1996 – 2002	6 Highers including Art, Graphic Communication, Maths, English and Physics. 8 Standard Grades.

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Career History

Honours Project:

Currently

Key Roles and Responsibilities

- Spent a large portion of my time out with my course on this through the year.
- Rigging and animating of characters for games.
- Gaining practical experience of game art creation and working as part of a production.

Voluntary Work: Lead Artist on Games Project

March - June 2008

Key Roles and Responsibilities

- Modelling and texturing of characters, props and environments for games.
- Rigging and animating of characters for games.
- Gaining practical experience of game art creation and working as part of a production.

Database Assistant: Motherwell Bridge Engineering Ltd

June - Aug 2007

Key Roles and Responsibilities:

- Establish and liaison daily with the production team and communicate any problems relating to the database management.
- Coordinating to make sure production deadlines were met. Generating action item reports.
- Planning, organising and decision making relating to the database.
- Collection of data and data entry.

Cashier: Mecca Bingo Wishaw Branch

June – Sept 2006

Key Roles and Responsibilities:


- Team working, meeting deadlines as a team under high stress conditions.
- Time keeping, working to a schedule.
- Dealing with customers and ensuring there complaints and enquiries are dealt with.

Interests

I'm a huge sci-fi fan; in particular for shows like Battlestar Galactica. I have an interest in all things retro, in particular the 70s and 80s. While not working or spending time with friends and family I enjoy playing video games both old and new. In my spare time I read whatever I can about game production and design as that is the industry I want to be a part of. Also I watch a lot different films and animation for enjoyment as well as studying the cinematography, compositional and production design aspects of them. To relax I like to sketch and create digital artwork as well as improve my skills in modelling and texture creation. Finally I am a war hammer 40k collector, I like to create my own model miniatures and paint them.

Personal Details

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References: Available on request

Date of Birth: 23rd January 1985