Tom Poon

3D Game Artist

Portfolio: http://tompoon.com
Email: contact@tompoon.com
Phone: 07768 625 096
Location: UK

SKILLS

Very good understanding of game asset creation, including high and low poly 3D modeling, UV unwrapping, texturing, rigging, skinning & animating.
Also have a basic understanding of scripting in C#, Javascript, HTML & CSS.

Software experience includes: 3D Max, Maya, 3D Coat, Zbrush, Mudbox, Photoshop, Unity & Unreal Engine.

EXPERIENCE

Freelance 3D Artist   (*Feb 2012 - Current*)

Artist at Colossal Games   (*Dec 2011 - Jan 2014*)
- Designing, modelling, UVing, texturing, placing and animating levels/props/sprites/GUI elements as game objects within Unity.
- Creating and editing simple scripts in Unity for animation events.
- Collaboratively suggesting, implementing and documenting ideas for all aspects of the games.
- Compiling spreadsheets with technical data/statistics.
- Continually testing new features for bugs and modifying certain scripts for gameplay balancing on multiple devices.

Junior Artist at Ideaworks Game Studio *(Short-term contract)*   (*Jul 2011 - Sep 2011*)
- Optimizing existing assets, creating LoDs, placing props in levels, light-baking, editing textures, rigging and exporting using a proprietary game engine.
- Testing, identifying and fixing or reporting related bugs.

Environment Artist at InterWave Studios   (*Jun 2009 - Apr 2011*)
- Modelling, UVing, texturing and compiling assets for level designers using the Source engine.
- Regular testing sessions for; new features, game balance, bugs and providing general feedback.

3D Artist at Sandswept Studios   (*Apr 2009 - Sep 2009*)
- Responsible for creating the overall art style for the game "Detour", including the design, modelling, UVing and texturing of the majority of 3D assets in the game.
- Involved in testing the gameplay, controls and interface while giving suggestions for improvement and reporting errors/bugs.

EDUCATION

BSc Hons , First Class in Computer Games Design - Staffordshire University   (*Sep 2005 - Jul 2008*)
BTEC National Diploma IT Practitioners - Milton Keynes College   (*Sep 2002 - Jul 2004*)
G.C.S.E's - Stantonbury Campus, Milton Keynes   (*Sep 1998 - Jul 2002*)