

Eamon Gavin

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Portfolio: <http://eamongavin.yolasite.com/>
Reference's available on request.

Profile:

Confident and imaginative technical game artist that thrives under pressure. I have been studying game development for the last 7 years through education and self-tuition where ever possible to improve my skills, this has allowed me to understand all components of game design through pre-production to post-production, so I am able to contribute where ever possible to archive a professional finish. I hope to continue my career through the industry to better my knowledge and skills as much as possible.

I am extremely motivated and passionate in any work I undertake, also I am always looking to enhance my skills. I enjoy both personal and collaborative projects as I find working in a team really helps improve my abilities and allows me to share my knowledge wherever possible to help others.

Education:

- BA (Hons) in Game Art and Animation with a grade 2:1 2010 - 2013
- BETC National Diploma in Game Development with a triple grade Distinction. 2008 - 2010
- 8 GCSEs between A and C including (Maths, English and Science) 2005 - 2007

Skill Set:

3D max	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	Maya	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Blender	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Zbrush	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mudbox	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	Gimp	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
Photoshop	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Premiere	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
FI Studios	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	UDK	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Unity	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Game Maker	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Abilities:

- Efficient at creating low and high resolution meshes with clean UVs.
- Solid understanding of clean topology for optimization in games and animation.
- Able to produce hand-painted or photo-realistic texture maps and test them in DirectX.
- Extensive knowledge of baking detailed sculpts and meshes to normal maps.
- Fully capable of creating an asset from an initial idea to implementing it into a game engine.
- Basic understanding of most code languages, including shader's.
- Very good at problem solving, but not afraid to ask for help.
- Excellent attention to detail and take criticism to improve my work wherever possible.
- Capable of working from concept art and reference to produce exceptional 3D results.
- Able to work individually and part of a team.
- A very fast learner.

Experience:

A small collaborative project (Air Hockey Unlimited) created with Game Maker engine. In this project my role was to do most of the artwork in the game, the work I produced consisted mainly of 3D renders, that was then edited in Gimp to add anti-aliasing for a smooth professional finish.

A large collaborative project for my final year on the BA course, that involved me designing and making three characters with an environment that I implemented into Unity engine. The role included working alongside an allocated animator for the characters as well as sending work to the directors for feedback and criticism to improve the work. This was the usual steps used in the industry in pre-production to production.