

# REECE PRADES

## 3D ARTIST



### ABOUT ME

I have a passionate interest in 3D modelling, animation and computer gaming. I have an ambition to be involved in the process of creating an immersive atmosphere and exciting game play which is of paramount importance to marketability and the player experience.

My passion for gaming can be pursued as a player as well as with professional interest. I particularly enjoy the collaborative aspect of some online games.

I am able to work under pressure and to meet deadlines, I am organised, goal and detail oriented and I am able to communicate technical detail clearly and effectively.

### OBJECTIVE

To become an Artistic whiz kid, with hard work behind myself and to work within the games industry as a 3D artist



### SKILLS

- \* Graphic Design -- Photoshop and Crazybump
- \* Creative Design -- 3D max
- \* Game Engines -- Cry Engine, UDK and UE4

\*Experienced in - PBR Texturing

Hard-surface modelling	Friendly
Texturing	Creative
Passionate	Team Player
Dependable	Self Learner



### EDUCATION

- Completed TIGA Games Art and Animation Diploma / City and Guilds Level 7 Diploma in Art and Animation for computer Gaming.

Final grade - Level 7 - Postgraduate level

- Completed a Level three National Diploma in Games Development,

(equal to 3 A levels.) Final Grade: AAA

### CONTACT ME



Portfolio:

[www.prades3dartist.weebly.com](http://www.prades3dartist.weebly.com)



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### EXPERIENCE

Rapid2D (Full time) - 28th October 2013 - 28th January 2014  
(3 Month Placement)

- 2D/3D Artist - roles include:
  - creating 2D artwork including sprites/textures.
  - Creating 3D models for the required vision.
  - Worked closely with the art director, making sure art style is consistent.

Facia Graphics (Full time) - 22 April 2013 - 24th October 2013

- Developing graphics, inspecting and making sure the graphics have been kept to the original designs without any faults.