

Jon D. Morris

Environment Artist

Curriculum Vitae

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Objective

I have grown up playing games, and this had grown into a passion to create game art to the standard seen in today's best games. I'm constantly striving towards improving my skills and I enjoy working with likeminded, passionate people.

Software Experience

- 3DS Max
- Photoshop
- ZBrush
- Crazybump
- UDK

Experience

TESTER, LIONHEAD STUDIOS

JAN 2011 - MAR 2011

- Testing Fable III DLC which involved testing the compatibility between multiple paid and unpaid versions.

TESTER, LIONHEAD STUDIOS

JAN 2010 - OCT 2010

- Testing Milo & Kate, which involved testing both the game and the prototype Kinect camera and constantly liaising with all areas of the development team, I also tested the AAA title Fable III.

DEGENERATION THEORY (UNREAL MOD), ARTIST

MAY 2009 - NOVEMBER 2009

- Modelling and texture assets and maintaining the art direction of a prototype game. Co-ordinating and assigning different tasks to individual members and testing ideas in-engine.

FREELANCER, FALLING PIXEL LTD

DEC - MAR 2008

- Created various LOD's of aircraft for a major defence company, this involved creating the models to a specific brief in the time frame required.

TESTER, LIONHEAD STUDIOS

17TH - 21ST DEC 2007

- A week of work experience testing a next generation game, which involved locating repeatable crashes and exploring new game play mechanisms.

Educational Qualifications

October 2005 – May 2008 University of Portsmouth

Course: Computer Games Technology BSc (Hons)

Skills: Adobe Photoshop, Adobe Premier, 3D Studio Max including modelling and animation of object and characters, game play mechanisms and media in various contexts.

2003-2005 Alton College

AVCE ICT Double A Level

Skills: Word Processing, Databases, Presentations, Spreadsheets,
Computer Aided Design and Computer Aided Manufacture

References

Available on request