

Hywel Wynn Thomas

3D / Technical Artist

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Full Clean Drivers License.

GAMES INDUSTRY RELATED EXPERIENCE:

Technical Artist

Tripwire Interactive – Rising Storm Expansion

Aug. 2010 – Present:

Environment Artist (Aug. 2010 – Oct. 2010)

Lead Environment Artist (Oct. 2010 – Mar. 2011)

Technical Artist (Mar. 2011 – Present)

- Created master material shaders with Unreal for instancing, including an ocean shader that works with flowmaps (2D Vector Fields)
- Created the foliage pipeline, foliage shaders with vertex offset animation and foliage assets
- Created a variety high/low poly models with textures
- Created several PR Shot
- Created custom Maya tools to help streamline pipelines

Visit www.risingstormgame.com for more information.

Freelance 3D Modeller

The Lost Film Facility – Feature Film

May 2011 – Aug. 2011:

- NDA (More details when cleared)

Freelance 3D Modeller

The Lost Film Facility – Titanic Project

Feb. 2011 – May 2011:

- NDA (More details when cleared)

Student Guided Learning Supervisor**Anglia Ruskin University**

Sept. 2010 – Dec. 2010:

- Taught students the fundamentals of the Unreal Engine
- Created tutorials and example content
- Helped to guide and motivate students through Unreal project briefs

EDUCATION:

2007 – 2010: Anglia Ruskin University

BA (Hons) Computer Games and Visual Effects**First-Class Honours**

2004 – 2006: South Kent College

BTEC National Diploma in Media Studies (Moving pathway)**Distinction, Distinction, Merit**

1999 – 2004: Pent-Valley Technology College

1 GCSE grade A: Media**3 GCSEs grade B: Art, Graphics and Photography****5 GCSEs grade C: Includes English, Mathematics and Science (Double)****UNIVERSITY GAME PROJECTS:****Outlast – Unreal Development Kit****Level Designer and Programmer**

Outlast was created for my final major project at University, it was also shown at the Brains Eden Exhibition 2010. The team consisted of myself and Ross Martin, we completed Outlast to a very tight deadline of three and a half months. Visit

www.OutlastGame.blogspot.com for our development blog.

Pulse – Unity Engine**Programmer and Level Designer**

Pulse was created within ten days to showcase at the Brains Eden Exhibition 2010 in Cambridge. The game combines high-speeds, gravity defying race tracks and multiplayer duelling action. Originally called Pods, the game's beta version was created at Anglia Ruskin University's Games Jam 2010 over a period of 12 hours.

SKILLS:**Skills:**

- High and low poly modelling and optimisation
- Ability to create 3d models to technical guidelines
- Strong texture creation skills
- Strong Unreal Engine knowledge including material/vertex shaders

Software:

Proficiencies – Maya, Adobe Photoshop, Unreal Engine 3, Mudbox, SpeedTree, TortoiseSVN, Adobe Premier Pro, Unity, 3ds Max (Intermediate) and Xnormal.

Programming:

Competent with – CgFX, C#, UnrealScript, Python, MEL, PyMEL & JavaScript.

Attributes:

- Conscientious
- Ability to quickly learn new software & engines
- Technically minded
- Team-worker

OTHER EMPLOYMENT:

Oct. 2008 – Feb. 2011: Argos, Part Time Sales Assistant.

Freelance Film Industry work:

Nov. 2007: Gorgeous (Carlsberg commercial with The Old Lions), Boom Operator.

Sep. 2007: Variety Club (Children's charity commercial with Ricky Gervais), Boom Operator.

July 2007 – Aug. 2007: Tiger aspects (Summerhill – BBC TV Drama), Sound Assistant.

Nov. 2006: Gorgeous (USA against prescription drug abuse), Boom Operator.

Oct. 2006: Home Corp. (Dove commercial), Boom Operator.

Apr. 2006: Home Corp. (NSPCC Commercial), Boom Operator.

Oct. 2005: Paul Weiland Film (BT commercial), Boom Operator.

Sep. 2005 – Oct. 2005: Kristjan Knigge (Slipstream – Mocumentary Film), Sound Recordist.

Sep. 2005 – Sep. 2005: Simon Smith (Grown Up – Westminster Short), Boom Operator.

June 2005 – July 2005: Ken Colley (Greetings - Cinema release feature), Boom Operator.

INTERESTS:

I love learning new software, especially level editors. I am an avid online PC gamer who enjoys playing a wide variety of games, especially bfb2/cod4, Assassins Creed and occasionally WoW. I also love creating games, level design, art to programming/scripting, I really enjoy coming up with solutions to technical/art challenges that look visually pleasing.

RECOMMENDATIONS:

“Hywel is a graduate of the BA in Computer Games & Visual Effects degree at Anglia Ruskin University. He was a very diligent student, who always produced high quality work. He was punctual, attentive and very pleasant to deal with. After he graduated he assisted with some student supervision activity. He was always very well prepared and the feedback from the sessions he ran was excellent. Hywel is very personable and would be an excellent addition to any development team.” [Chris Joyce](#), *Senior Lecturer, Anglia Ruskin University*, taught Hywel at Anglia Ruskin University

REFERENCES:

Available Upon Request