

Experience

3D Artist, Rockstar Leeds

September 2008 - Present

Responsibilities

- + R&D for shaders, 3D art pipeline and workflows.
- + Modeling, texturing, rigging and animation of characters and props.
- + Developing and maintaining 2D/3D plugins and standalone tools for artists.
- + Writing and maintaining documentation on workflows and pipeline features.
- + 2D artwork for mini-games and UI.

Skills Used/Acquired

- + Handheld and current gen console experience.
- + HLSL/GLSL shader code, solving graphics issues and exploring new art styles.
- + Use of Python and C++ for tool and plugin development.

3D Artist, 3rd Dimension Creations

July 2007 - September 2008

Responsibilities

- + Modeling, texturing, rigging and animation of characters, environments, props and effects.
- + HUD & interface design.
- + Teaching and documentation of software and techniques.
- + Scripting level events and cutscenes.
- + Integrating new software into existing workflows, writing scripts to overcome kinks.

Skills Used/Acquired

- + Sharing duties across several disciplines within a small team.
- + Understanding of game development process.
- + Experience of game and level design.
- + Working to tight deadlines and keeping cool under stressful situations.

Lead Character Artist, Steampunk Studios

June 2007 – Dec 2007

Responsibilities

- + Modeling and texturing of characters for an unannounced AAA side-scroller (X360/PS3).
- + Modeling and texturing of some environmental assets.

Skills Used/Acquired

- + Working within a stylised art direction.
- + High and low res modeling and texturing to current gen standards.

Lead 3D Artist, Hull-Breach - Half-Life 2 Modification

June 2001 – Dec 2009

Responsibilities

James O'Hare

Curriculum Vitae

jamesohare@gmail.com

www.farfarer.com

(+44) 07525417303

- + Modeling and texturing of characters, weaponry, environmental props and textures.
- + As 3D Lead, I was responsible for keeping the 3D art team organised and active as well as evaluating new applicants to the team.

Skills Used/Acquired

- + Knowledge of high and low res modeling and texturing.
- + Proven ability to lead and work within a team with friendly and enthusiastic attitude.

Education

BSc (Hons) Game Design

First Class Honours

Awarded The Deans Prize for the best level 6 performance in Creative Technology

HND 3D Computer Animation

11 Merits

8 Passes

Software

3D/2D Software

- + Luxology modo (Expert)
- + Adobe Photoshop (Expert)
- + Autodesk 3DS Max & Mudbox, Pixologic ZBrush (Competent)
- + Autodesk Maya (Working Knowledge)

Miscellaneous/Related Software:

- + Python, C++ (Intermediate)
- + HTML, PHP, MySQL, ActionScript, HLSL/CG Shaders, UnityScript (Intermediate)
- + Adobe Flash, Adobe Premiere (Competent)

Personal

Interests and Hobbies:

- + When I'm not creating artwork, I'm mostly writing tools and plugins for The Foundry's MODO, my 3D application of choice. My Vertex Normal Toolkit is highly popular with game artists using MODO.
- + When I'm able, I usually keep at least one side-project on the go. This allows me to explore a variety of styles and work and keep my skills up to scratch while putting them to a good purpose. I've recently gotten into Unity 3D, developing artwork, shaders and scripts for my own games.
- + Evidently, gaming is also a major hobby. I can often be found playing FPS games or my favourite genre blend of FPS/RPG.