

# Tom Poon

3D Game Artist

Portfolio: <http://tompoon.com>  
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Phone: 07768 625 096  
Location: UK

## TECHNICAL SKILLS:

- High poly modeling & normal mapping
- Low poly modeling & optimizing
- UV unwrapping
- Texturing & Digital painting
- Lighting & vertex coloring/blending
- Rigging and Skinning
- Keyframe animation

## SOFTWARE PROFICIENCY:

- Autodesk 3D Studio Max
- Autodesk Maya
- Autodesk Softimage
- Pixologic Zbrush
- Autodesk Mudbox
- Adobe Photoshop
- Perforce & TortoiseSVN

## EXPERIENCE:

### Artist at Colossal Games

*(Dec 2011 - Current)*

- Tasked with designing, modelling, UVing and texturing levels and props.

### Junior Artist at Ideaworks Game Studio *(Short-term contract)*

*(Jul 2011 - Sep 2011)*

- Tasked with optimizing existing assets, creating LoDs, placing props in levels, light-baking, editing textures, rigging and exporting using a proprietary game engine.
- Involved in testing, identifying and fixing or reporting related bugs.

### Environment Artist at InterWave Studios

*(Jun 2009 - Apr 2011)*

- Tasked with modelling, unwrapping, texturing and compiling assets for level designers using the Source engine.
- Modified/improved existing assets.
- Work towards deadlines and responsible for logging time spent on the tasks each day.
- Involved in play testing the game for testing new features, game balance, bugs and providing feedback.

### 3D Artist at Sandswept Studios

*(Apr 2009 - Sep 2009)*

- Responsible for creating the overall art style for the game "Detour", including the design, modelling, UVing and texturing of the majority of 3D assets.
- Involved in testing the gameplay, controls and overall interface while giving suggestions for improvement and reporting errors/bugs.

## EDUCATION:

**BSc Hons , First Class in Computer Games Design** - Staffordshire University

*(Sep 2005 - Jul 2008)*

**BTEC National Diploma IT Practitioners** – Milton Keynes College

*(Sep 2002 - Jul 2004)*

**G.C.S.E's** - Stantonbury Campus, Milton Keynes

*(Sep 1998 - Jul 2002)*