

Richard Janes

Contact Address

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Date of birth: 29-August-1986

Nationality: British

An ambitious university Bachelor of Arts (BA) graduate seeking fulfilling and challenging computer art industry jobs

Employment History:

Feb 2010 – bet365 Graphics designer position responsible for the design and creation of website promotion. This work regularly involved either heavily editing photos or designing completely original images.

June – Oct 2009 UrbanSquall Major freelance work on three projects; “Battalion: Arena”, “Moon Crush” and Ubisoft’s “Teenage Mutant Ninja Turtles: Double Damage”. Focused on 2D vector and pixel graphics specialising with animations and background graphics and the occasional UI work. Assisted co-workers on other projects for Urbansquall.

May 2009 Gusto Games Two weeks work placement at Gusto Games as a trainee artist. I worked firstly on a still life scene, displaying abilities to model, texture, use scene materials and render effects. Secondly a character model, showing that I had a good understanding of the character creation process, an understanding of efficient model topology and the aptitude to skin models for future animating.

Summer 2008 Freelance Work Freelance job as a graphic designer on a 2D platformer made in Flash, “Funky Gibbons”. This was paid employment, requiring me to meet specifications & deadlines, as well as being reactive to the feedback & changes of direction as instructed by my employer. I was solely responsible for the graphics for this Facebook application.

Education:

**2005-2008 University of Teesside,
(BA) Computer Games Art – Qualification achieved (2.1)**

- **3D Modelling:** Produced an array of models ranging from 100 poly background objects and 1,500 vehicles to the Czech Republic's Pernstejn Castle made with 100,000 polygons. Constructed many well-designed, original characters along with high resolution human models. These include cartoon designs at around 10,000 polys of an elderly gentleman, World War Two veteran and caveman, a blend of caricature and realism styles for a shaman and others models and photo realistic models of up to around 100,000 polygons of my father and brother.
- **Drawing and Digital Painting:** Proficient with Photoshop and Paint Shop Pro for digital painting. Have created regular high quality and detail A3 and A4 drawings, sketchbook work with various tools and styles. Cartoon and realistic digitally painted pictures including portraits, full body designs, landscapes and objects. Designed front, side and birds eye view schematics for environments and characters.
- **Animation:** Suitably rigged multiple characters ready for animating. Have carefully crafted precise and realistic walking, running and other cycles using bipeds. Constructed pre-visualisations for larger animation projects to plan out camera angles and timing. Lip synched models to speech using dope-sheets and morph targets and added top quality facial expressions and emotions. This was my strongest module over the course and I achieved a first class mark.
- **Texturing:** Designed useful textures in Photoshop and edited photos for realistic textures. I have applied standard, alpha and animated textures to materials through UVW Mapping and Multi/Sub-Object maps for environments and characters. Have unwrapped high detail models for texturing. Constructed working normal maps from high poly models for low poly equivalents using ZBrush and its ZMapper facility. Proficiency in this program allows for creation of high resolution, next-generation models.
- **Presentations:** Have presented regular presentations to staff and other students confidently and clearly, including a 10 minute presentation with a following question and answer session on an animation project.
- **Written ability:** Written many well structured reports of over 2000 words involving explanations of projects and self evaluation. Have a solid measure of written English demonstrated these reports.
- **Time Management and Organisation:** Regularly update web blogs on projects to keep on target and so have easily met every deadline with extra time available for adding visual effects to improve the composition of my work

1998-2005 St Augustines Catholic School, Redditch

5 A levels: Accounting (D), Maths (D), Travel And Tourism (D), English Literature (E), General Studies (E)

2 AS levels: Economics (E), Business Studies (E)

10 GCSEs including Maths (A) and English (B).

References:

Mark Ripley
Freelance Artist

mark@markripley.com
<http://markripley.com/>

Panayoti Haritatos
Urbansquall - Manager

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<http://www.urbansquall.com/blog/>

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Publishing Manager

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Projects:

Nightblade: 3D artist on a project team creating the sequel to the popular Unreal Tournament total conversion “Thievery UT”. This project, led by members of the original team, is another total conversation for Unreal Tournament 3 that requires cutting edge, high-res visuals. My role is predominantly as an object modeller, ranging from tables & chairs to the more intricate chandeliers. I have also designed a guard model, a gameplay necessity, utilising all processes and stages of next-gen modelling.

Hobbies & interests:

Hobbies

Game Making

For over 10 years I have had a great passion for amateur game development. I specialize in graphics and have produced an array of public resources for ASCII/Enterbrain’s user-friendly RPG Maker series. Most prominent amongst these resources are my tilesets which are a comprehensive alternative to the standard package. This series is constituted of 3 tilesets, containing a total of over 10,000 tiles and represents approximately 800 hours of work. With roughly 100,000 downloads of these sets, my resources are used by in excess of 12% of the community. They are very popular and I consider them to be a great success.

Beyond graphical aspects, I enjoy plot and character development and have a particular interest in creating innovative gameplay. I am also dedicated to providing support for other amateur developers and endeavour to pass on my experience whenever possible.

Pixel Art: Along with game drawing, 3D modelling and other creative arts covered in my current university course, I particularly enjoy pixel art, which I have been practicing for a number of years.

Other interests: I am a martial arts enthusiast and take part in kick boxing and tae kwon do sessions many times a week and through this am involved in group charity events set up through the clubs. I am a very passionate, but not very good, pool/snooker player and regularly play socially in the week.
