
Clive Biggs

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About Me:

I am a Masters graduate from the University of South Wales campus in Cardiff looking for an entry Level work within the game industry designing 3D assets for any project. I have a passion for story telling through how the assets are designed from the materials that either ages the asset to tell it is ancient or colouring a certain piece of environment to project the mood and theme that the environment is trying to portrait.

I am eager to get into the industry and push myself to learn new skills that will improve my art and technical capabilities in which will broaden my mind to many ways of applying unique and intricate design flares that some assets need to stand out. Through job roles within this industry, I will learn more about the extensive pipeline of game development in which I would dedicate my time to make sure everything is perfect.

I have Excellent time management and planning skills, A hard working ethic and efficient working habit but I am a perfectionist in which I want to push my artwork to the next level and evolve my techniques to a more optimised and productive level.

Technical Skills:

- Maya
- Unreal Engine
- Zbrush
- Substance Painter
- Substance Alchemist
- Photoshop
- Premier Pro
- After Effects

Education:

University Of South Wales
(2018-2022)

MA (Hons) Game Enterprise

BA (Hons) Computer Animation

Coleg Gwent Newport
(2015-2018)

Level 3 Interactive Media Diploma

Work:

Burttons Biscuits Cwmbran

(June 2019- September 2019)

Worked in Burttons Biscuits in the Summer to improve myself in working in a busy and fast-paced environment. With this job teamwork was key since I was working on a production line in which communication is key.

Team Dweller

(June 2022 – August 2022)

I worked briefly in an indie mobile games group in university who have attended in EGX promoting their game under the Transfuzer competition. My role was to create some minor assets for the game and follow a strict pipeline. This taught me how tight the deadlines can be and opened my eyes on how many iterations and changes can happen within the industry especially when some assets we have made as a group might not be made into the final product.

Interests and Hobbies:

- Digital Art
- Playing Story Rich games
- Dungeons and Dragons
- Reading Graphic Novels
- Photography
- Playing multiple genre of games.

Skills:

- Character/Creature Concept artist
- Level Designer
- Keen eye for mission/quest layout
- Environmental designer
- Game Analysis
- Implement models and textures into Unreal Engine 4

Strengths:

- Adaptable in given situations.
- Level Head when under pressure
- Good eye for detail with Lighting or texturing
- Listens to feedback and makes changes to the asset and level design