

Tony Dyson

8 Russell Walk
Thornaby
Stockton-On-Tees
TS17 6DJ
07938512668
Tony3d.carbonmade.com

Personal Statement

I am a hardworking and friendly person able to work excellently as an individual or as part of a team. I am a very flexible worker with no time constraints. I am target driven and I always strive to meet my goals. I have excellent time keeping skills and planning skills through my experience working on various projects at University. I have strong 3d Modelling and Texturing skills and I am able to pick up new programs with relative ease. I am also able to work using my own initiative.

Education

2010 – 2014	Teesside University BA (Hons) Computer Games Art 2:1
2006 – 2008	Stockton Sixth Form College A Levels: English Language, History AS Levels: Computing, Media Studies
2001 – 2006	The Norton School 7 A – C GCSEs including English, Maths and Science

Software Packages

Autodesk Maya, Autodesk 3DS Max, Adobe Photoshop, UDK, Marmoset, Keyshot 4, Pixologic Zbrush

Projects

Games Practical Project	The Aston Martin DB9 I created a high poly model of the Aston Martin DB9 in Maya. The car was coloured using materials rather than textures in Keyshot 4 however some parts of the car were textured. The car was then rendered in Keyshot 4 to provide a set of high quality Beauty shots.
--------------------------------	---

Advanced Games Development

Traxx

I was a team member on a student game called 'Traxx'. The game was a racing game with a randomly generated track. I created one of the 5 cars used in the game. The car was based off of a Ferrari Testarossa. I created the car in Maya, textured it in Photoshop and implemented it into Unity.

Journeyman Project

Dynamic Assets team

I played the role of a Vehicle Artist in a Dynamic Assets team responsible for providing assets for 5 different student games. I created a modified Ford Mustang for one of the games. It was modelling in Maya, textured in Photoshop and implemented into UDK.

Work Experience

2009 – 2010

Retail Assistant – Iceland

In the mornings I worked alone to take stock from the loading bay or the store and move it to the stock rooms. During the rest of the day I worked with a team to make sure the shelves were always fully stocked and to make sure customers' needs were attended to.

2008 – 2009

Checkout Operator – Asda Living

Interests and hobbies

I am invested in video games and competitive play. I enjoy watching E-sports tournaments. I am also a fan of cars and car racing. I draw and model regularly as both work and a hobby. I am an avid music listener and use sites such as Spotify very often. I also frequently view the Polycount forums for inspiration and ideas. I also enjoy watching tv shows and movies.

References

Available on request