

DAVE GIBSON

3D HARD SURFACE MODELLER

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Profile

I am a competent and proficient digital artist and I work mainly on the construction of environments, vehicles and small assets, then texturing them to a high standard. I also highly enjoy editing, creating concept artwork and creating graphical designs. I am very hard working and enjoy being part of a team. After three years of University work on a game modification and a short film, as well as working in the Bentley design team, I have acquired a good range of different skills across the production pipeline and developed some excellent communication skills.

Software

Autodesk 3DS Max, Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Adobe Lightroom, Adobe Premier, Corel Painter, Pixologic Zbrush, Shadermap Pro, CrazyBump, Craft Animation Tools, Eyeon Fusion and Crytek CryEngine2.

Awards

"Best 2nd Year Games Trailer" for NEXUS from the FDMX Animation Exposé 2009 at the University of Hertfordshire.

"Best 3rd Year VFX" for WAR-DOG from the FDMX Animation Exposé 2010 at the University of Hertfordshire.

Employment

12/2006 - 09/2008 : Marks & Spencers

Worked as a Customer Assistant, Administrator and Store Operator.

07/2010 - Present : BENTLEY MOTORS LIMITED

Design and Visualisation Graduate. High poly modelling, lighting, rendering, compositing and car animations.

Education

1999 - 2002: Secondary Education at Kimbolton School in Huntingdon, Cambridgeshire.

2002 - 2006: Secondary Education at St. Lawrence College in Ramsgate.

Qualifications:

9 GCSE's of A/A* standard

1 A/S Level in ICT

3 A Levels in Art, Graphics and Physics.

2006 - 2007: Foundation Studies at UCCA in Canterbury.

Qualifications:

BTEC Diploma, Foundation Studies in Art and Design. (Distinction)

2007 - 2010: BA First Class Honours in Games Art at the University of Hertfordshire, Hatfield.