



## **TECHNICAL SKILLS/SOFTWARE USED**

Substance Painter and Substance Designer

Unreal 4 / Frostbite 2 Editor / Gamechanger (Criterion In-house Tools) / Maya / Photoshop / Zbrush

Low and High Poly Modelling / Environment Modelling / Texturing / Lighting/ 2D Art and Design

## **EDUCATION**

MA Digital Games - Liverpool John Moores University - 2006

BA (Hons) Entertainment Design Crafts - Cleveland College of Art and Design - 2003