

Richard Gardner

Environment Artist

Curriculum Vitae



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Contact & Personal Information

Location: Nottingham, UK

Availability: Employed

I have grown up playing games and have strived to become a developer. I'm passionate about art and committed to self-development. Working in games allows me to fulfil my need for both creativity and problem solving, whilst working within enthusiastic like minded people.

Software Experience

Primary Tools

- 3dsmax
- Photoshop
- Zbrush

Miscellaneous Tools

- Evart 3.0, Cortex, Motionbuilder (Motion Capture)
- UnrealEd, Worldcraft (VHE), Sandbox (Game Engines and Tool chain)

Knowledge

- Vast knowledge of most major mod engines, focusing on implementation of level of detail, proxy and shaders. Also experienced in level design and scripting events in particular packages.
- Wide range of experience including level design, rigging, skinning, animation, effects and motion capture to help complement my specialisation.

Experience

Crytek – Artist

November 2009 – Present

Crysis 2 - Next Gen Multiplatform

Unannounced - Next Gen Multiplatform

- Investigate new methods and troubleshoot daily problems.
- Bring polycounts, level of detail and proxy physics within limitations.
- Model and texture bleeding edge art under the highest expectations.
- Optimise and improve models, textures, particles and lighting.
- Produce environmental particle effects to ground scenes.

Ubisoft – Environment Artist

June 2009 – December 2009

Unannounced - Next Gen Multiplatform

- Help set standards in pre production.
- Resolve issues and test the development process.
- Block out large environments, level design and referencing.
- Model and texture basic props, buildings and terrain.

Awards

VisAwards - Sponsored by Ubisoft

Modelling Award 2nd Place

3D Artist Magazine - Teesside University Feature (August 2009)

Environment Modelling Project Industrial Scene

Education

Teesside University

BA (Hons)

Creative Digital Media

72.1% AVG / Year2

72.5% AVG / Year3

First Class Honours