

# MARK FOREMAN

## 3D GAME ARTIST

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**Portfolio:** www.oggyart.com

I am a highly motivated team player with experience in environment art asset creation for computer games. I regularly push myself to improve on previous efforts, and enjoy receiving and working on constructive criticism. I am a dedicated, friendly team worker, with leadership skills due to experience in Scouting as well as various team game design projects.

### Education:

#### First Class Honours:

**Computer Games Technology**      BSC (Hons)      2008 – 2011      Graduated July 15<sup>th</sup>  
**University Of Portsmouth**

The course covered the ideas/methods behind the art, design and programming required to produce computer games to the standard of current generation titles. I chose units on the course more suitable for an artistic role which is where my main interests and abilities lie. I also had the experience of working on a few unpaid modifications with roles involving level design and asset creation.

#### Qualifications Already Gained:

**2006 – 2008 Farnborough Sixth Form College**

A Level		AS Level	
Computing	<b>B</b>	Photography	<b>A</b>
Fine Art	<b>C</b>	Use of Maths	<b>C</b>
		Electronics	<b>C</b>
		Physics	<b>E</b>

**2005 – 2008 Farnborough College of Technology**

Practical Engineering Operations      **NVQ Level 1**

### Awards

#### Sony Computer Entertainment Award for Best Computer Games Technology Student

I was presented with this award based on a recommendation from Portsmouth University to Sony:

"In addition to his high quality academic work, the outstanding characteristic of this student has been his willingness to help fellow students, sometimes at the expense of his own work."

#### Relevant Experience:

**Jan 2006 – To Date**

**Black Mesa**

**Environment Artist**

A total conversion for Half-Life 2, recreating Valve software's award winning computer game, Half-Life in full. The aim of the project is to recreate all the best of Half-Life while utilising advances in game's development.

**Responsibilities:** Creating Environment and Prop textures, Prop Modeling and Effects using Valve's Particle Editor.

**Sep 2010 – June 2011**

**Roman Chichester Visualisation**

**Lead Environment Artist**

A yearlong group work unit that formed part of my final degree year. Our group was tasked with creating a visualization of Chichester city as it had appeared during the Roman era.

**Responsibilities:** I was in charge of managing a team of 13 environment artists. I had to create documents with project guidelines, and specifications, as well as set up our development pipeline.

#### Video Game Proficiencies/Experience:

A good understanding of creating assets for computer game environments, taking into account, Smoothing, Poly count/flow, efficient UV mapping, implementing normal/specular/illumination and transparency maps and LOD optimizations.

An intermediate understanding of level design principles. Game flow/player progression (single player, and multiplayer), texturing and prop detailing, lighting and basic optimization.

#### Software Experience:

Adobe Photoshop – 9+ Years (Texture and Skinning Art, Image Manipulation, Graphic Work)

Autodesk 3DSmax – 4+ Years (High and Low poly Prop modelling, UV mapping and Skinning, Basic Animation)

Crazy Bump – 2+ Year (Generation of effective Normal, Specular and Occlusion maps)

Autodesk Mudbox - < 1 Year (Sculpting and Baking of High Poly Meshes)

#### Engine Experience:

Valve's Source Engine – 7 Years (Asset creation and Importing, Level Design and Scripting)

Epic's Unreal Engine – 2 Years (Asset creation and Importing, Environment Creation)

#### Hobbies:

Miniature Painting and Modeling

Painting and Drawing

Photography

Cooking