

Mark McLeod

Contact & Personal Details

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Objective

To further develop the skills I have as an artist, working on creative and exciting projects that I can utilise my skills and to develop them further.

Skills/Software

- Autodesk 3d Studio Max
- Autodesk Maya
- Luxology Modo
- LightWave
- Zbrush
- Adobe Photoshop
- CryEngine 3
- UnrealEd 3.0
- Visual Studio (C++, Direct X programming)

Employment History

Splash Damage

Brink (Downloadable Content) – Environment Artist

- Modelling of both high poly of source assets and low poly game assets for baking purposes. Texturing game assets and implementation in game engine.

Feb 2011 – Present

Ignition London Ltd

Project Kane (PS3 & Xbox 360) – Artist

- Modelling & texturing of both game and hi poly assets. Prototyping grey box designs and aiding in concepting for game levels and optimisation of assets for usage in CryEngine 3 & Unreal Ed

Jan 2010 – Feb 2011

Digi-Guys

WarDevil: Unleash the Beast Within (PS3) – Junior Artist

- Implemented a hybrid pipeline: hi poly modelling either using hard surface or sub-division modelling and then model a mid level and a low poly game asset for baking purposes. Optimising game assets and prepare them for procedural texturing.

August 2008 – Jan 2010

Sony Computer Entertainment Europe (London Studio)

Eight Days (PS3 - not published) - Junior3d Artist

- Supported lead level artists with set dressing, asset and texture creation to design and concept art guidelines including producing assets for dynamic animation and character interaction. Optimising and re-skinning/texturing of existing 3d models.

March 2008- June 2008

Education

Glasgow Caledonian University: BSc (Hons) Computing, September 2002 – June 2006 & PostGraduate Diploma in Games Technology September 2006 – June 2007

Projects

General/University

- Numerous Java programming modules and J2ME programming for mobile devices including pixel art.
- C++ programming
- Introduction to 3d modelling using Softimage XSI

PostGrad Degree Game Project

- Overall project to create a game using an existing game engine to implement original content. Developed 3d art assets and ported them into engine and plug-in into programming team's work.
- C++ programming project to create modular program to utilise DirectX functionality to display, texture and animate 3d models.

Interests

Since leaving university I have continued my passion by learning more about 3d art creation especially in the techniques used in game modelling. My personal preference is to model environmental and other man-made objects. I have also developed skills in creating textures with game specifications, also I have tried to utilise my experience in programming into creating scripts that can be incorporated into my 3d workflow.

I endeavour to develop my skills further and from previous projects have learned the skills to make hi quality hi poly models using either subdivision or poly modelling techniques as well as sculpting in Zbrush.

References

Miguel Periago Minarro – Art Lead, miguelfanclub@gmail.com

Fluendo Embedded

Barcelona

Rob Sillery – Production Manager, robbiesillery@hotmail.com/07905343053

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Ealing Studios

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