

# Mark McLeod

## Contact & Personal Details

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## Objective

To further develop the skills I have as a junior 3d artist, working on creative and exciting projects that I can utilise my skills and to develop them further.

## Skills/Software

- 3d Studio Max, Maya, Luxology Modo, LightWave, XSI Halflife 2 version, Zbrush, Photoshop, Illustrator, UnrealEd 3.0, Torque Game Engine, Battlefield 2 Editor, Visual Studio (C++, Direct X programming), NetBeans (java) and MS Office

## 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.

### Personal

- In my spare time I am a member of an international group that have created a mod for Battlefield 2 and recently moved to using the Unreal 3 engine.
- My role in which is a static modeller producing assets and texturing them for the game. This allowed me to further expose to working with different engines and to hone my abilities with the aid of my fellow team-mates.

## Education

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

## Employment History

### Digi-Guys

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

- Implemented a hybrid pipeline: hi poly modelling either using hard surface or subdivision 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 - present

#### 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
- Assistant Manager, The Lab(bar/café) 2002-2007

**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 wish to develop these skills further in the game industry where I translate my enthusiasm into the games I help create.

**References**

Shaun Rutland - Associate Producer, Sony Computer Entertainment Europe, 15 Great Marlborough Street, London, W1F 7HR  
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Omar Siu – Environmental Art Lead,, Sony Computer Entertainment Europe, 15 Great Marlborough Street, London, W1F 7HR  
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