

RUPERT LEVIN

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SKILLS:

- **3D Modelling** - I am highly proficient in Maya, 3DS Max, and ZBrush. I have used them to model high/low poly assets for use in video games
- **UV Unwrapping** - I can neatly unwrap the UVs of 3D models to prepare them for texturing
- **Texturing** - I can use Photoshop, ZBrush, DDO, and Substance Painter to texture models
- **Normal Mapping** - Using Maya, 3DS Max, and ZBrush, I can bake normal maps from high poly to low poly models for video game use
- **Game Engines** - I am very familiar with Unity and have used it on 2d and 3d games, by performing technical tasks such as generating Sprite Collections/Animations, designing levels, and importing 3d assets

EMPLOYMENT HISTORY:

2D / 3D Artist - Strawdog Studios

(May 2016 - Present)

Titles worked on:

Eden: The Game - iOS/Android

Leapfrog Academy - PC/iOS

- I use Maya and Photoshop to create buildings, and other environment assets, using a strict low poly budget
- I also import the models into Unity, set up prefabs, and test in game before submitting to Perforce

2D / 3D Artist - Pixel Blast Ltd

(March 2015 - April 2016)

Titles worked on:

Super Powerboy - iOS/AppleTV

- I used 3DS Max, and Maya, to create 3D assets which I then rendered and art-worked in Photoshop before they went in game.
- I also rendered images, using my own lighting set up, for use in menu screens, marketing, and animations for front end videos and for use as sprites in game.
- I was also a Level Designer. Utilizing Unity, I designed and created several levels used in game.
- I helped with promotion by attending events, including MCM London Comic Con. I helped demo the game to the general public and answered any questions they had.
- I also used Perforce to organize documentation and back up files.

QA Technician - Codemasters

(May 2014 - March 2015)

Titles worked on:

DiRT Rally - PC

GRID Autosport - Xbox 360, PS3, PC

F1 2014 - Xbox 360, PS3, PC

F1 2015 - Xbox One, PS4, PC

- I was responsible for bug testing Codemasters' video games, leading up to and after their release.
- I used JIRA to report bugs that I found and also to re-test bugs to see if they had been fixed for each new build of the game.
- I also provided suggestions for areas of the game that needed improvement, such as difficulty, game play, and UI text.

Freelance Generalist

(September 2013 - April 2014)

- I worked in different creative roles as a: 3D Artist, Video Editor, Web Designer, and Graphic Designer.

EDUCATION:

Oxford Brookes University - Distinction

(September 2012 - September 2013)

MSc Digital Media Production

Major Modules Included:

3D Modelling

Animation

Video Production

Newsroom Operation

Professional Media Production

Web Media

Dissertation: 'Creating a Racing Game in Unity and an Examination of Gaming Industry Workflows.'

Demontfort University - 2:1

(September 2009 - August 2012)

BA (Hons) History

Major Modules Included:

Yugoslavia and Beyond

Poland Since 1918

The American Presidency 1933-2012

The Cold War

The Second World War

Dissertation: 'Was The US Overthrow Of The Arbenz Administration Driven By Ideological Or Economic Factors?'

Chenderit School

(September 2007 - July 2009)

A Levels: History (B) Maths (D) Biology (D)

Chenderit School - 11 A* - B

(September 2005 - July 2007)

GCSEs (Including English, Maths, and Science)

Maths – A*

English Literature – A

English Language – B

Science (Double Award) – BB

HOBBIES AND INTERESTS:

- **Video Games** - I enjoy playing my extensive collection of Video Games and have been doing so since the age of 8. These include a broad range of genres from First Person Shooters to MMORPGs.
- **Films** - I also like watching films and try to watch most of the latest releases.

REFERENCES:

Jonny Severn - Creative Director at Pixel Smash Games Ltd

- Phone: 07530 306265
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John Twycross - Lecturer In Media Technology at Oxford Brookes University

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