



**Name:** Jordan Moss

**Current residence:** London

**Degree:** First-class honours - BA (Hons) 3D Games Art & Design

**Email:** [Jordan.moss@live.co.uk](mailto:Jordan.moss@live.co.uk)

**Portfolio:** [www.jordanmoss.co.uk](http://www.jordanmoss.co.uk)

### **Studies**

2014-2017: 3D Games Art & Design BA Hons - Hertfordshire University

2012-2014: Interactive Media L3 Extended Diploma - Cardiff

2005-2012: Fine Art & Graphic Design - Llantwit Major

### **Experience**

2017 – FrostFX - Freelance Weapon artist

2016 – University of Hertfordshire – Onimachi director and environment artist

2016 – University Of Hertfordshire - Masterclasses on hard surface workflows

2015 – Art director and Environment artist on Memories of Midguard

2015 - Sony Entertainment - Game Tester

2010 - Freelance Web developer

### **Key Skills**

Excellent communicator, forming the link between artists and technical artists due to understanding of all development aspects.

Complete and thorough knowledge of asset creation pipeline, both current-generation normal mapped as well as diffuse-only workflows.

Hardworking and motivated artist with a passion for game development.

Strong proponent of smart workflows and procedural content.

Knowledge of lighting, shaders and technical workflows.

Traditional & digital drawing skills, ability to come up with original ideas & concepts and illustrate them

### **Software**

3DS Max, Maya, ZBrush, Adobe Photoshop & Illustrator, Substance Designer, Unity, Unreal Engine 4

### **References**

Neil Gallagher - [n.gallagher@herts.ac.uk](mailto:n.gallagher@herts.ac.uk) (Hertfordshire Games Art Lecturer)

Craig Payne – [craigpayne2011@gmail.com](mailto:craigpayne2011@gmail.com) (Splash damage Environment Artist)

Lee Devonald - [lee.devonald@gmail.com](mailto:lee.devonald@gmail.com) (Character Artist)