

# Gareth Codling

3D Game Artist & Lecturer

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## PERSONAL INFORMATION

**Home Address:** 49 St.George's Way, Wolverton, Milton Keynes, MK12 5EX  
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**Online Portfolio:** [garethcodling.com](http://garethcodling.com)

## PROFILE

Like many artists in the games industry I've had a passion for all things gaming since a young age. Whether its tabletop games or video games one thing has always stuck with me and that's the art that paints a story and pulls the player in.

I recently graduated with a Masters (MEng) in Computer Games Design at Staffordshire University. There I was able to explore many areas of games art, as well as having the opportunity to work as part of a team on projects of varying sizes. Within these projects I have worked to a deadline, and developed my team-based skills, including lead roles. Since graduating I have been working as a Games Art lecturer at Staffordshire University. Here I have worked within the Games department team to create and deliver content to students working towards industry standard Games art.

## RELEVANT PROFICIENCIES

### **SKILLS:**

- Vehicle Modelling
- Prop Modelling
- Environment Modelling
- Hard Surface Modelling
- High>Low Poly Pipeline
- Modular Asset Creation
- PBR Workflow

### **TOOLS:**

#### **Primary:**

- 3DS Max
- Photoshop
- XNormal
- Unreal Engine 4
- 3D Coat
- Substance Painter

#### **Secondary:**

- ZBrush
- Marvellous Designer
- Substance Designer

## EDUCATION

**2013 - 2017: MEng Computer Games Design (First Class Honours (1<sup>st</sup>))**

### **Module Information:**

#### **Final Year - Grade, 70%**

- Advanced Weapons and Vehicle Prototyping, 78%
- Advanced Games Environment Design & Research, 68%
- Mobile Development, 70%
- Advanced Character Prototyping, 66%

#### **Third Year - Grade, 73%**

- Advanced 3D Modelling, 77%
- Senior Collaborative Games Development & Testing, 75%
- Individual Games Technology Project, 72%
- Individual Games Technology Portfolio, 70%

#### **Second Year - Grade, 66%**

### **A-Levels & Equivalent Qualifications:**

#### **Sussex Downs College, Lewes Campus**

- Software Development Level 3 Subsidiary Diploma, Grade Distinction Star
- Computing A2, Grade C
- Physics A2, Grade D

## **PREVIOUS EMPLOYMENT**

Lecturer in Games Art - Staffordshire University, Stoke-On-Trent (09/2017 - PRESENT)

Crew Trainer - McDonalds Restaurant, Uckfield (09/2016 - 09/2017)

Crew Member - McDonalds Restaurant, Uckfield (09/2011 - 09/2016)

## **RELEVANT EXPERIENCE**

<b>Experience</b>	<b>When</b>	<b>Description</b>
Global Games Jam 2014 - 2018	-	In a team create a game that abides by the set theme in 48 hours.
Ukie Student Conference	21 <sup>st</sup> October 2015	Conference focused on careers in games from industry speakers.

## **HOBBIES & INTERESTS**

I spend my spare time playing video games across several platforms and when the opportunity presents itself playing board games with friends and family. I really enjoy finding new tabletop games with unique ways to play and engage the player. This love for tabletop gaming and video games has lead me to start engaging with Role playing based games like Dungeons and Dragons, where I have been able to build stories & worlds as the Dungeon Master.

As of recently I have begun to try and get more involved in things like challenges & learning new programs to do with Games Art. I have spent time recently learning Substance Designer and beginning to experiment with this software. During my free time I'm looking at engaging with challenges on Poly count & Artstation, as well as personal challenges.

**References available on Request**