



Name: Jordan Moss

Current residence: London

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

Email: Jordan.moss@live.co.uk

Portfolio: 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

2017/2018 -- Splash Damage - Weapon artist

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 (Hertfordshire Games Art Lecturer)

Craig Payne – craigpayne2011@gmail.com (Splash damage Environment Artist)

Lee Devonald - lee.devonald@gmail.com (Character Artist)