

Gareth Codling

3D Artist

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PROFILE

Since graduating I have been part of the team at Staffordshire University producing and delivering game art content for students. In this time I have continued developed my understanding of pipelines and programs in the 3D game art process to produce believable assets with character. Whilst there I have had the pleasure to lead a module, develop content and create assessment material for students.

In my spare time I have engaged with texturing challenges run by Allegorithmic such as MeetMAT and X-Taon challenges to further develop my understanding for these programs. I also try to maintain at least one ongoing project in my spare time to either teach myself a new process, or further develop a current skill.

RELEVANT PROFICIENCIES

SKILLS:

- Prop Modelling
- Hard Surface Modelling
- Environment Modelling
- High>Low Poly Pipeline
- PBR Material/Textures Pipeline
- Modular Asset Creation

TOOLS:

Primary:

- 3DS Max
- Photoshop
- Unreal Engine 4
- Substance Painter
- Substance Designer

Secondary:

- ZBrush
- Marvellous Designer
- 3D Coat
- XNormal

EDUCATION

2013 - 2017: MEng Computer Games Design (First Class Honours (1st))

Staffordshire University, Course of Study:

Advanced Weapons and Vehicle Prototyping, Advanced Character Prototyping, Advanced Environment Design and Research, and Mobile Development (Asset Creation). Grade 70%.

A-Levels & Equivalent Qualifications:

Sussex Downs College, Lewes Campus: Software Development Level 3 Sub. Diploma, Grade Distinction*; Computing, Grade C, Physics, Grade D

PREVIOUS EMPLOYMENT

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

Responsibilities: Working within the Games and Visual effects team to create and deliver game art content for Levels 3 & 4, supervised levels of study 5-7 in varying capacities, Module lead and create assessment for Photoshop for Games and Animation module Level 3.

Skills Acquired: Continued development of software and pipeline understanding; Developed training techniques of skills and software based material as well as theory based fundamentals with groups and individuals.

Crew Member/Trainer - McDonalds Restaurant, Uckfield (09/2011 - 09/2017)

References available on Request