
GARETH CODLING

3D ARTIST



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ABOUT ME

As a Games Art lecturer, I have been able to utilize my keen eye for critical analysis and develop my skills as an effective communicator between staff and students alike.

Driving myself to develop my 3D Art skills, I enjoy engaging with challenges online, such as the MeetMAT & X-Taon challenges, and learning via tutorials and game development communities.

REFERENCES AVAILABLE ON REQUEST

RELEVANT PROFICIENCES

SKILLS:

- Prop Modelling
- Hard Surface Modelling
- Environment Creation
- High to Low Poly Modelling
- PBR Material/Texture Creation

TOOLS:

- 3DS Max
 - Photoshop
 - Unreal Engine 4
 - Substance Painter & Designer
 - Zbrush
 - XNormal
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PREVIOUS EMPLOYMENT

GAMES ART LECTURER/STAFFORDSHIRE UNIVERSITY

09/2017 – Present

- Worked with the Games and Visual Effects team to create and deliver content
 - Supervised study at all levels (First year - Post grad Students)
 - Module leader on Photoshop for Games and Animation
 - Continued development of 3D software & pipeline knowledge
 - Developed communication skills through teaching
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EDUCATION

MENG (HONS) COMPUTER GAMES DESIGN

Staffordshire University

POSTGRADUATE CERTIFICATE IN HIGHER AND PROFESSIONAL EDUCATION

Staffordshire University

A-LEVELS & EQUIVALENT

Sussex Downs College

Software Development; Computing & Physics
