

Harley Gresham

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Portfolio: <https://harleygresham.com>



I am a 3D environment artist, highly knowledgeable with modern AAA game industry workflows. I am skilled in 3DS Max, ZBrush, Substance Designer, Substance Painter, Unreal Engine 4, and Marmoset Toolbag.

SKILLS

- Passed JLPT N2 Exam in 2017
- Highly proficient in conversational and business Japanese.
- Experienced in 3D game model and PBR material creation.
- Quick to adapt to new organizational structures, rules, and policies.
- Highly productive and dependable.
- Ability to develop, maintain, and manage constructive and collaborative relationships with colleagues and clients
- Frequent interaction with the games industry across multiple social media platforms

EDUCATION

Bachelor of Interactive Entertainment

SAE Institute Brisbane, Australia

- Awarded Best Games Design Student 2013
- Games Design student council representative 2012 – 2013

EXPERIENCE

B2B manager

Sparta English, Tokyo

December 2017 - Present

- I am the primary BtoB manager at Sparta English, an English language school in Tokyo.
- I teach in-house at high profile companies in the Kanto area, including BEAMS, TIS, Fujisoft, and CAV.
- My current duties include translation, the creation of textbooks and lesson materials, and managing and training fellow instructors.

JET Programme Assistant Language Teacher

Shimabara High School, Nagasaki

July 2015 – July 2017

- I worked as an ALT with a native Japanese English teacher.
- I prepared lesson plans and materials, co-taught lessons, wrote testing and assessment criteria and was involved in extracurricular clubs and activities

OTHER

- Lifelong interest and passion for video games, particularly independent titles.
- Completed the Game Art Institute Online Environment Artist BootCamp (2017).