

Dominic Noble

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CORE SOFTWARE EXPERIENCE

- Python/C++
- Unreal Engine
- Substance Painter / Designer
- Microsoft Word, PowerPoint & Excel
- 3DS Max
- Perforce
- GIT
- Microsoft Project

ACHIEVEMENTS

University of Portsmouth Game Jam 2018

- Best Design
- Best Use of Technology

RELEVANT WORK EXPERIENCE

Technical Artist, Codemasters

Apr 2019 – Present

Working alongside other technical artists to create tools to optimise art pipe-line and mitigate repetitive tasks utilising Python and Maxscript. Aiding artists in best practices, optimisation of assets and encouraging more procedural workflows. Reviewing and flagging assets for compliance with real-world PBR values. Regularly reviewing pipelines and workflows to highlight and develop upon areas of improvement.

- Automation of tasks using Python and Maxscript
- NoSQL Database creation and management utilising Python and JSON
- UI and Web design using QT, HTML, PHP and Mustache
- Automated report generation of issues with assets including image similarity comparisons and dependency validation
- Exposure to Houdini, Dotnet, C#, HLSL Shaders

3D Media Developer, Babcock International

Oct 2018 – April 2019

Working alongside a multi-disciplinary team creating 3D art for use in rendered images and VR. Meeting specification set out by Royal Navy personnel being used to assist training in a classroom environment.

QA Tester, VMC Games

Feb 2015 – March 2018

Remote black box testing that requires effective cooperation with both the group and a remote coordinator to meet the test requirements.

- Working in large teams over IM client following instructions from group leaders.
- Compiling a survey of performance and bug reports whilst testing games.

Administrator & Moderator, PC Gamer Minecraft Server (Voluntary)

Nov 2011 - Jan 2017

Dealing with technical and user issues as part of the Administration team. Moderation and administration in-game and on social channels such as support email and community forums.

- Co-ordinated with other members of server staff to resolve disputes and conflicts in the community.

EDUCATION

University of Portsmouth
BSc (Hons) Computer Games Enterprise
First Class Honours

Sept 2015 – June 2018

Degree covering various technical aspects of game development including programming and art, units delivered alongside to teach the required business knowledge to effectively create a business or manage within an already existing business.

Relevant Units

- **Produce Games:** Roleplayed as the producer of a studio developing a game using licensed IP. Planned a 12-month development process covering costings, scheduling of staff and project milestones. Tasked with coming up with solutions to problems both internal and external to the studio.
- **Leadership:** Developed leadership skills learning how to effectively apply them in multiple situations and environments. Developed awareness of both skills and techniques of leading groups and self-leadership including reflective analysis.

Final Year Project

Dissertation unit – Created a modular level kit to be used with the Unreal Engine plugin Dungeon Architect for a client. Assets were created with 3DS Max and Substance Suite. Working with client to develop and deliver their desired brief.

Basingstoke College of Technology
BTEC Level 3 Extended Diploma, Creative Media Production (Games Development)
(Distinction, Distinction, Distinction)

Sept 2011 – July 2013

BTEC Level 2, Creative Media Production
(Distinction Star)

Sept 2010 – July 2011

Four GCSE grades B to D including English, Maths and Science

OTHER WORK EXPERIENCE

Learning Support Assistant, Andover Education Centre (Voluntary) **Feb 2012 – June 2012**
Supporting teachers in and outside of lessons as part of the Medical Referral Unit.

- Co-ordinated with teachers to create lessons plans and to resolve conflicts between pupils.
- Communicated with pupils in a calm and friendly manner.
- Adapted to difficult or sensitive topics of discussions with pupils.

INTERESTS AND ACTIVITIES

- 3D Modelling
- Video production and editing
- Photography
- Currently learning guitar

REFERENCES AVAILABLE ON REQUEST