

Dan Cliff – dancliff.com

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PERSONAL SUMMARY

A passionate 3D artist with experience working on multiple games while working in the industry. I am dedicated, motivated and self-driven, always looking to develop my skillset and learn new skills/workflows. Having graduated with a First-Class Honours, I am always looking for the next challenge and constantly striving to grow as an artist.

WORK EXPERIENCE

Neon Play Junior 3D Artist

1st Oct. 2020 – Present

- Working as part of a small team to create 3D assets that are both low poly and fit the style of the game.
- Optimizing assets for mobile devices.
- Experience with level design, set dressing & block outs.
- Tasked with working on all aspects of the game art pipeline including logos, UI elements, level designs & animations used both within game & CPI tests/advertisements

Games worked on

- Idle Golf Club Manager Tycoon (IOS/Android)
- Scrapyard Tycoon Idle Game (IOS/Android)
- Idle Egypt Tycoon: Empire Game (IOS/Android)
- Idle Titanic Tycoon: Ship Game (IOS/Android)
- Lights Out Smash (IOS/Android)

EDUCATION

BSc (Hons) Digital Media & Web Technologies, First Class Honours

University of Gloucestershire – 2020

Creative Media - Games Development, BTEC Level 3 Extended Diploma, DDD (Triple Distinction)

Guildford College – 2017

SKILLS

- Maya
- 3DS Max
- Unity/Unreal Engine
- Substance Painter
- ZBrush
- Adobe Photoshop
- Marmoset Toolbag 4
- Adobe After Effects
- Adobe Premiere Pro
- Adobe Illustrator

Projects



Stylized Mazda Scene



Stylized Market Stall



Stylized Outdoor Environment