

Nick Weeden

3D Artist

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13/05/1982

Full clean UK driving license

I am an ambitious 3D artist interested in all aspects of computer graphics with an emphasis on modelling. After nearly three years of working in the industry at Amazing Interactives I recently relocated to Manchester to develop my career. I have a good understanding of interactive entertainment along with specific knowledge of stereoscopic displays. I have both a creative and technical mind and enjoy the challenge of learning new technologies and developing solutions for the many technical difficulties that are encountered while striving to achieve the most dramatic results. I am highly motivated and work well both individually and in a team.

Telephone

Email:

Showreel:

DOB:

Work History

June 2005 – Feb 2008, Creative Modeller and Animator, *Amazing Interactives Ltd, Middlesbrough*

I was part of a four strong team of artists responsible for creating content for interactive 3D stereoscopic displays and touch screen systems for museum attractions. These ranged from:

- Backdrops for the award winning 'Horrible Histories' stage production and Qdos Aladdin Pantomime
- Museum displays such as 'Design for Life' in Sheffield
- Educational packages such as 'Discover the Body' and the 'Much Ado About Nothing' Mindscene

The real-time nature of this work required me to work closely with the programmers to implement new techniques and identify and fix any resultant complications including a transition to a new game engine. This posed many challenges and it was my responsibility to implement the changes needed and set in place systems to take advantage of the new technology, including diversifying to learn the user interface language CEGUI.

I was involved at all levels of production, from initial design and conception through the production of assets to the design and construction of the user interface and packaging of the products. This gives me a good understanding of the challenges faced when mapping out a project and the importance of structure and good communication to keep a project focused to maintain consistent content quality across the board.

I was also involved with the clients discussing modifications and explaining the possibilities of the techniques we implemented. I have learnt how to communicate using varying levels of technical detail in order to clearly explain complex principles to people with various levels of technical knowledge, whether that is a non-computer literate, a 3D artist or a graphical programmer.

Education

2002-2005 **1st class BA (Hons) Computer Animation,** *University of Teesside*

2000-2001 **Foundation Art and Design (Merit),** *Filton College, Bristol*

1998-2000 **A – levels in Mathematics, Art and Design and Economics,** *Filton College, Bristol*

Software Experience

3D modelling, texturing, animation	-	3D Studio Max (5 – 2008), Mental Ray, Softimage XSI (3.01 – 4.2)
Image manipulation	-	Adobe Photoshop (5 - CS3)
Editing and compositing	-	Adobe After Effects, Adobe Premiere , Discreet Combustion
Game engines	-	Renderware, Ogre3D
Additional	-	Adobe InDesign, basic HTML and CSS, Office,

Other Experience

I have had various other jobs while pursuing my education, ranging from working in a busy and vibrant pub, to experience dealing with irate customers for Bristol City Council Parking Services. I worked within a team and was expected to manage the general administrative tasks structuring my day to manage my workload. I also worked in the Council's Payroll department where I dealt with large volumes of data entry and managed shift based payments, I adapted well to the work processing the day to day tasks quickly which enabled me to take on more interesting and complex tasks.

Voluntary Responsibilities

Aug 2000 – Aug 2006, Caterer, Annual Camp

I spent 6 years working as the caterer for an annual camp of sixty people. This involved designing a menu for a week, taking into account numbers and preferences, purchasing of supplies and the supervision of the day-to-day running of the kitchen. I developed an access database to manage the recipes, menu and shopping list which streamlined the process.

Personal Interests

I take a keen interest in movies and I enjoy a wide variety of music, comedy and literature. I enjoy camping, hiking, surfing and pursuing various other outdoor activities with friends and family. I cycle regularly, using this as my preferred method of transport and endeavour to swim three times a week. I take keen interest in technology and keep abreast of new developments. To aid the advancement of my skills as a computer animator/modeller I have recently rebuilt my computer to take advantage of new technologies.

References available on request

