Daniel Fisher Environment Artist

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Personal statement

I have grown up with a strong passion for artwork and computer games my whole life. Working within games development allows me to pursue both of these, and progress my skills both creatively and technically. I believe that my skills, along with my enthusiasm for the subject will be of great benefit to any project.

Work experience

September 2012 – Current
Spiral House – Environment Artist

March 2011 – August 2012
Sony Studio Liverpool – Contract environment artist
WipEout 2048 (Vita), Unannounced third person (Vita), Unannounced racing game (Next gen)
- Modeling and texturing a variety of assets for various platforms and specifications.
- Using concept art to follow a specific art style.
- Use of in house tools, ATG shaders and Havok Physics.

March 2009 – February 2011
Bizarre Creations – Environment artist.
James Bond 007: Blood Stone (Xbox 360, PS3), Blur (Xbox 360, PS3)
- Modeling and texturing environments and assets under a strict workflow and technical restrictions.
- Using in house tools, shaders and game engine.
- Problem solving, bug fixing and performance optimisation.

2007 - Worked along side a client to create a van wrap design for ITI (Instruments to Industry)
2007 - Vector images for lullabyland.com
2007 - Joint web design for www.lamontsglossary.co.uk
2006 - Vector images and character designs for www.lullabyland.co.uk
2001 - Receipt and Distribution at Trafford General Hospital (2 weeks work placement)

Skills

Software Experience:
Autodesk Maya
Autodesk 3D Studio Max
ZBrush
Adobe Photoshop
Adobe Illustrator
Crazybump
xNormal
nDo
Unreal Development Kit
SpeedTree

Knowledge

- Building levels from whitebox to shipping quality for both the driving genre and 3rd person adventure/ shooter genre.
- Creation of detailed textures using a variety of maps and shaders.
- Creation of high poly models and textures in ZBrush and conversion to low poly game assets.
- Creation of low poly models for PS3, Xbox 360, PC and Vita.
- Creation of LOD models for performance enhancement.
- Rigging and creation of dynamic objects.
- Using and creating node based shaders, such as water and blend shaders.

Interests

In my spare time I like to draw and paint in both traditional and digital mediums. I like to draw anything, but in particular I like to draw cartoon characters and fantasy scenes as they are always fun and have endless possibilities. I have a keen interest in technology and computers as well as nature and wildlife. I also like to take photographs, juggle and play guitar. Of course I have a huge interest in computer games ranging from Amiga classics such as Pushover and Dizzy to the recent Gears of War, Uncharted and Crysis series.

Education/ Qualifications

Cumbria Institute of the Arts (2005-2007)
BA (Hons) Multimedia Design and Digital Animation (specialising in modelling and texturing).
Grade: 2:1

Wellington School Sixth Form (2002-2005)
A Levels achieved in the following:
Art - Grade B
Technology - Grade A
Biology - Grade C
General Studies - Grade B
AS level Geography - Grade B

Wellington School (1996-2002)
10 GCSEs Grades A* - C