

Thomas Denham

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Profile

A 3D artist with over 8 years experience. Strong understanding of 3D modeling, animating and rendering using Autodesk 3DS Max and other industry standard software. I worked as a 3D general artist for nearly 4 years producing models and other artwork for use in VR and AR applications as well as standalone desktop application and renders. I have spent a lot of time honing my craft as an artist and hope to continue to improve both myself and your company in the coming years.

Key skills

- Autodesk 3DS Max
- Pixelogic Z-brush
- Allegorithmic Substance painter 2
- Chaosgroup V-ray and Phoenix FD
- Adobe creative suite (Including Photoshop)
- Unreal Engine 4
- Reaper DAW and the Waves suite.

Selected achievements

- Led a group of 6 students at EON Reality as a coordinator which led to the successful completion of 50+ apps that have been published onto Google play and the app store.
- Helped lead a team to successfully convert 500+ out of date assets for use in a newer application
- Helped to represent EON Reality at the SoccerEX global convention in Manchester alongside the sales team.
- Worked on projects with many high profile clients while at EON Reality

Employment History

• 3D Artist – EON Reality –Sept 2013 – November 2017

I moved from their VR academy into full employment as a 3D artist July 2014.

Duties

- I produced low polygon models for use in VR and AR applications for desktop and mobile.
- I made all varieties of models from white boxing scenes to making final props and key objects in the scenes.
- I did some environmental animation where required using basic animation principles
- I used substance painter to bake high poly models to a low poly mesh via a normal map then building complex photorealistic diffuse maps
- I used Photoshop to convert certain images not fit for texturing and making them tileable and doing other cleanup to make them fit for purpose

Competencies

- I learnt excellent optimizing and retopologizing skills from taking CAD models the company acquired and optimizing them for use in real time rendering.

- I was also active in the VR academy, doing a couple of lectures and leading a team of six students to produce a large batch of apps over the span of a couple of months.

Freelance History

- **3D Generalist – Various – Dec 2017 – Present**
I have been producing bits of work for various small time clients to keep myself busy and to keep my skills up to date.
- **3D Visualization – IWI Watches – Jan 2016**
I produced some renders for products that were to be used in promotional material.
- **3D Visualization – Museum of science and industry – Sep 2012**
I produced an educational render for the Museum of Science and Industry, in conjunction with one of my modules at university. I made a short animation of how a centrifugal governor functions in a steam engine which they went on to use in their classrooms.

Voluntary History

- **Furniture Removal – Rev320 Charity –2012 – 2014**
Furniture removal for “man and van”, proceeds went to building homes in Romania

Education and qualifications

- **Salford University – 2010-2013**
BA (Hons) Creative Media & Visual Communication – 2:1
- **Cheadle and Marple Sixth Form College – 2008-2010**
Level 3 BTEC E media – Double Distinction
A Level Physics – D
- **Werneth School – 2003-2008**
15 GCSE and equivalent (Including Math and English) – A-C’s
- **Highfield Awarding body of compliance - 2015**
HABC Level 2 Award in Emergency First Aid at Work (QCF)

References

Available on request