

DAVID BLANEY



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PERSONAL PROFILE

Eager to continue working within the games industry, I have over seven years' experience (two years QA, four years Level Design & over a year as an Artist) working in large and small office environments. In addition, I possess strong written and verbal communication skills proven through working in a team and individual capacity. I am a reliable, honest and loyal individual with a lot of motivation to succeed, able to see projects from concept through to completion.

With a varied background in the games industry I am very adaptable and flexible in order to achieve goals and would welcome the opportunity to prove myself to a potential employer.

SKILLS & ABILITIES

- Primary experience in 3D environment, vehicle and particle effects artwork
- Experienced in 3DS Max, Photoshop and some Mudbox.
- Good knowledge base of the Unity and UDK game engines
- Ability to solve problems logically
- Interest and passion for all aspects of video games
- Adaptable to multiple roles
- Strong written and verbal communication skills
- Enthusiastic team member
- Reliable with a professional approach to tasks

ADDITIONAL INFO

Full, clean UK driving licence with my own transportation.

Available to work immediately.

EMPLOYMENT

<i>NOV 2015 - JAN 2016</i>	HMV - METROCENTRE	STOCKROOM ASSISTANT
Dealing with customer orders over the phone Processing stock and securing products to prevent theft		
<i>JAN 2014 - JUL 2015</i>	HIPPO ENTERTAINMENT	3D ARTIST
ROCKET RANGER RELOADED	<i>UNRELEASED</i>	PC / IOS / ANDROID
Created most vehicle assets such as planes & tanks Created all particle effects such as weapons, explosions and weather Designed modular ground geometry and environment assets Created enemy prefabs to be used in levels Built several levels seen in the demo build of the game		
WINGS! REMASTERED	<i>OCT 17, 2014</i>	PC / IOS / ANDROID
Created environment, vehicle and particle artwork Created most optimised assets for iOS & Android versions of the game Researched and play tested the original 80's game to create level and game design documents Built over 150 levels, accurately representing the original game level layouts and art style Created most of the particle effects from gunfire, explosions and weather		
GHOST PADD	<i>UNRELEASED</i>	PC / IOS / ANDROID
Created all particle effects such as ghosts, instrument discharges and menu flourishes		

CRAZY CLAYS *UNRELEASED* PC / IOS / ANDROID
Created multiple sprite sheets rendered in 3DS Max to create various type of clay pigeons
Created all particle effects for the game including menu flourishes, explosions, various trails

SEP 2005 - JUL 2009 MIDWAY STUDIOS - NEWCASTLE **LEVEL DESIGNER**

NECESSARY FORCE *UNRELEASED* PC / 360/ PS3
Worked on several world maps using Xara and Photoshop display all assets needed for the game
Implemented world traffic system
Member of a multi-disciplined strike team dedicated to updating the world traffic tool and behaviour
World asset placement and design for much of the games demo level

WHEELMAN *MARCH 24, 2009* PC / 360/ PS3
Maintained the world's traffic and pedestrian systems
Designed several districts within the game world
Designed, placed and balanced several districts within the world
Sole responsibility for the world design of the 'Wheelman' demo
Created documentation for world layout, asset lists and landmark reference

SEP 2003 - SEP 2005 PITBULL SYNDICATE LTD **JUNIOR DESIGNER / QA ANALYST**

L.A. RUSH *OCT 10, 2005* PC / PS2 / PSP/ XBOX
Designed levels using in house engine tools
Placed replay cameras for race routes across the entire game world
Fixing draw distance & streaming problems within the game using in house tools
Testing updates to find errors, problems, crashes and art issues
Using Devtrack report issues to the team as well as email and team meetings

EDUCATION

2010 - 2013 TEESSIDE UNIVERSITY **BA (HONS) COMPUTER GAMES ART**
Degree Classification: **1st**

1998 - 2003 PARK VIEW COMMUNITY SCHOOL **GCSE**

English (Double Award)	BB	Mathematics	B
Science (Double Award)	BB	Art	B
French	C	German	C

REFERENCES

Excellent references available on Request.