

Cecil Griffiths

Highly creative and skilled 3D artist with successful delivery of high-quality, critically acclaimed AAA gaming titles. Proficient in using industry-standard software and techniques to produce stunning 3D models and animations. Adept at collaborating with cross-functional teams to deliver exceptional projects.

Work experience

3D Artist | LogicStudio, London, UK | 2021 – Present

Conceptualise and create visually appealing 3D assets, characters, and environments for video games and multimedia projects. Collaborate with art directors and game designers to translate concepts into tangible 3D models and animations. Utilise advanced rendering techniques and post-production skills to enhance the visual quality of projects.

- Applied advanced rendering techniques and post-production skills to elevate the visual quality of projects, successfully delivering high-quality, critically acclaimed AAA gaming titles.
- Created and developed visually captivating 3D assets, characters, and environments utilised in multiple video games and multimedia projects, leading to positive feedback from users and stakeholders.
- Transformed conceptual ideas into fully realised 3D models and animations, ensuring alignment with project objectives and achieving a seamless integration of artistic vision throughout the development process.

Junior 3D Artist | EA Animation, London, UK | 2019 – 2021

Assisted senior artists in creating 3D models and textures for animated TV shows and films. Participated in brainstorming sessions to generate creative ideas and concepts for animation projects. Gained hands-on experience in character rigging and animation processes. Collaborated with the animation team to deliver high-quality projects within tight deadlines.

- Provided valuable assistance to senior artists in developing 3D models and textures for animated TV shows and films, contributing to successfully completing visually engaging projects that captivated audiences.
- Actively participated in brainstorming sessions, offering creative input and ideas that contributed to the conceptualisation and realization of innovative animation projects, enriching the overall visual storytelling experience.

Additional experience

3D Animation Studio Intern | EZ Studios | 2018

- Acquired proficiency in industry-standard software, including Autodesk Maya and Adobe Creative Suite, to deliver professional-quality work.
- Collaborated with a team of 3D artists to create visually stunning animations for a feature film project, gaining hands-on experience in the entire animation pipeline.
- Assisted in modelling and texturing high-quality assets for various scenes, ensuring adherence to the project's artistic style and technical specifications.

Personal details

Name

Cecil Griffiths

Address

London, UK

Phone number

+44 7456 789012

Email

example@cvmaker.uk

Education

Bachelor of Arts in Animation and Visual Effects

University of London, UK | 2018

- Notable Courses: 3D Modeling, Texturing, Character Animation, Visual Effects(VFX), Motion Graphics.

Skills

- 3D Modelling
- Texturing
- Character Rigging
- Animation
- Lighting and Rendering
- Sculpting
- Particle and Effects Simulation
- Compositing
- UV Mapping
- Virtual Reality/Augmented Reality

Technical proficiencies

- **3D Modeling and Sculpting:** Autodesk Maya, Blender, ZBrush, Modo, Rhino 3D, SketchUp
- **Texturing and Material Creation:** Substance Painter, Substance Designer, Adobe Photoshop
- **Rendering and Visualisation:** V-Ray, Arnold, Redshift, Render
- **Animation and Rigging:** Autodesk Maya, Blender, Mixamo, Unity
- **Compositing and Post-Production:** Adobe After Effects, Nuke
- **Game Engines and Real-Time 3D:** Unity, Unreal Engine
- **Motion Capture:** OptiTrack, Xsens, Perception Neuron
- **Scripting and Programming:** Python, C#, C++