Lewis Kennedy

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Objectives

To simply do what I enjoy, create 3D artwork on projects that push me beyond my comfort zone and learn something new along the way. Be a part of a company, which creates a fantastic working atmosphere; invests in their people and rewards hard work. To create excellent, unique products for people to enjoy and experience.

Software and Development Experience

Zbrush, **Maya**, 3DS Max, **Photoshop**, X-Normal, **Crazybump**, Quixel suite, **Substance designer**, Substance painter, **After Effects**, Illustrator, **Google Sketch up**, UDK/UE4, **Marmoset toolbag 2**, Headus UVLayout, **Mental Ray**, V-ray, **Marvelous Designer**, Unity, **JIRA**, Devsuite

High Poly sculpting, **Low Poly Modeling**, Sub-D Modeling, **Texture creation and baking**, Retopology, **Physically based rendering pipeline experience**, Rendering compositing

Work experience

Quality Assurance Tester 2013 – 2015 FPQA SCEE, Liverpool

* Carry out test cases
* Carry out exit checks
* Communicate with developers so priorities can be set
* Distribute work evenly within teams catering for individuals skills
* Communicate to testing teams to ensure smooth running of the shifts
* Ensure titles are ready for public distribution
* Work Onsite in Development Studios

Quality assurance tester 2012, TT fusion, Wilmslow

* Carry out test cases
* Carry out exit checks
* Communicate directly with developers so priorities can be set
* Carry out tasks given teams
* Ensure titles are ready for public distribution

Freelance 3D Artist 2011, Solderstar

* Worked off site to deliver modeling briefs
* Create photo realistic models and textures
* Worked within tight time scales and made deliveries before deadlines
* Delivered digital versions of physical products
* Create all models to the correct scale
* Texture, unwrap and render models for delivery

Education

* Futureworks University 2009 - 2012
* - Bachelors in Art, Games Art & Design 2:1 degree
* Priestley College 2007 - 2009
* - National Diploma (4 A levels) Graphic design
* - BTEC (1 A level) Multimedia

Extra Info and Hobbies

* Full UK Driving License.
* Outstanding IT skills.
* 3D generalist on Indie projects that are unreleased titles
* Hold the ability to self-motivate and others around me.
* Work extremely well under pressure in both teams or individually.
* Accredited and worked on several AAA game titles, DriveClub, Driveclub Bikes, Driveclub VR, Little big Planet Hub, GT6, Beyond: Two Souls, Killzone 4 Shadowfall, Killzone Mercenaries, Walking with Dinosaurs, Lego Harry Potter 5-7, Lego Lord of the Rings, Spy Hunter.
* An ambitious outgoing and confident Individual, who strives for the best, attacking challenges head on, to reach and complete goals at the highest standard.
* A friendly character that is easy to talk to, with the ability of making others feel comfortable.
* Take part in Archery
* Dog walking in woodlands
* Taking part and Watching Sports
* Go to the gym regularly

References

Given upon Request