



## SUMMARY

In 2020, I completed my degree in 'The Art of Video Games' at Escape Studios, propelling me into a career as a Junior Cinematic Artist at Fire without Smoke. Within a year, I advanced to a mid-weight position and now have 3+ years in the industry. I am passionate about continually enhancing my cinematic skills, eagerly learning new techniques and embracing diverse workflows from fellow artists. My experiences in various roles have equipped me with strong team collaboration, time management, communication, and a diligent work ethic. Concurrently, I aspire to stay abreast of cutting-edge technologies, with a particular focus on Game Cinematics.

## EDUCATION

### Escape Studios

Bachelor's Degree in Video Game Art 2017 - 2020

### Bridge Academy

Relative Qualifications: A level - Product Design, Diploma in IT, CISCO Network Engineering Qualification. 2010 - 2017.

## AREAS OF EXPERTISE

- **Unreal Engine** - Great understanding of the whole engine including lighting, vfx, environment art, sequencer tool.
- **Snowdrop** - Ubisoft's general software.
- **Anvil** - Ubisoft's general software.
- **Unity** - Primarily the timeline tool.
- **Maya** - 3D modelling pipeline.
- **Premiere Pro** - Video editing.
- **After Effects** - Motion graphics.
- **Photoshop** - General photo editing.
- **Perforce** - Transfer files between the file repository.

- Cinematography
- Lighting
- 3D Art
- Video Editing
- Motion Graphics
- Animation
- Photography

## PROFESSIONAL EXPERIENCE

ALL PROJECTS worked on  
CAN BE FOUND [HERE](#)

### Avatar: Frontiers of Pandora - World Premiere Trailer

- **Description:** Using Snowdrops new tools to create awesome cinematics. Including animations, lighting, cinematography and all scene set-ups.

### Rainbow Six Siege: Montreal Drone Skin Bundle

- **Description:** Lead capture on footage. Guiding freelancers on choreographed movements, using game debug controls.

### Level Infinite (Sharkmob) - Exoborne Gameplay Trailer

- **Description:** Mix of sequencer shots and gameplay capture. All created in UE5, including: animation, lighting, scene set-up, composition, etc.

### Little Nightmares 3 - Reveal Trailer

- **Description:** Mix of sequencer shots in Unreal engine 5 and gameplay capture. Winner on "best reveal trailer" at gamescom.

## EMPLOYMENT

### Fire Without Smoke

Cinematic Artist | August 2021 - Present.

- Capture high quality, eye-catching, dynamic shots of various types of games with multiple engines.
- Lead freelance capture assistants in-game, and create compelling shots of gameplay and cinematics.

### Escape Studios

Studio Assistant | August 2020 - May 2021.

- Teach students cinematography in unreal engine, including lighting, cameras, animation within sequencer.
- Help support the students with 3D environment art.