

# Sam Faulkner

## 3D Environmental and Prop artist

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[www.tadpole3159.portfolioshowcase.co.uk/](http://www.tadpole3159.portfolioshowcase.co.uk/)

### Personal Details

Full Name: Sam James Faulkner

DOB: 17.08.1989

I am looking for a job as a 3d modeller, I have been modelling for over four years now as a hobby but two years ago I decided to turn it into a career and I went to college to learn more about modelling. now I feel my skills have developed enough to do it professionally.

I have been using Maya, Mudbox and Photoshop over these four years but I can learn new software if needed.

On average I spend six/eight hours a day modelling and texturing as this is what I enjoy doing, I have been a part of three game mod groups over the years most of which fell apart due to poor management but I learnt a lot while I was part of them, my latest mod "Project Rise" is a Crysis modification, I am the character artist. I can take criticism and act on it to improve my work as well as give my opinions in a professional manor to help improve the teams work. Example of these models can be found on my website, link above.

### Skills in 3D include

- - Modelling – I use Maya mostly but I can pick up most 3d applications as I had to learn how to while I was at college. I am extremely proficient with polygon modelling and UV unwrapping and I can detail my models in Mudbox afterwards to generate a normal map or an ambient map for a low polygon model
- - Texturing – I use Adobe Photoshop to make my textures using a combination of photographs and Photoshops custom brushes, I can also paint textures by hand if the art need it
- - Lighting, Rigging and Animating – Although I can do them to a high standard I see myself as more of a modeller and texturer

### Programs I am proficient in

- Autodesk Maya
- Adobe Photoshop
- Mudbox

### Skills I have gained from previous employment

- ability to work to a dead line
- the ability to take criticism from an employer
- listen to a clients needs and requirements
- Team participation
- Reliability
- Communication skills

### Personal and Professional Goals

To work with a successful and dedicated team of like minded artists. Whilst producing top quality games.

## Education

- Caludon Castle Business and Enterprise Specialist school  
Coventry, England
- City College Coventry

## Qualifications

### GCSE Results

Ict B: Coursework	E
Ict B: Paper1 (Higher)	B
Science: Double Award B	C
Art and Design	C
History	C
D & T: Graphic Products	C
English A Tier H	D
English Literature A tier F	C
Mathematics (linear) option IA	B

### A Level

Gce Art and Design (Fine Art) AS	C
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### National Diploma in Multimedia

Distinction Distinction Merit

## Work Experience

Various freelance 3d work for Innovus Limited  
Working on a modification of “Crysis” for Waking Hour

## References

### Don Attwell-College lecturer

Phone: 01788 822018  
Address: 3 Middle Street, Kilsby, Rugby, CV23 8XT  
email: don@dnatraining.net

### Robby Vernailen-CIO - Innovus Limited

Phone: + 32499723052  
email: Robby.v@innovus.be  
Address: Itegembaan 46 - 2590 Berlaar/Blegium

## Contact Details

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