

JAMES BISPHAM

3d Artist/ Developer

contact@jamesbispham.co.uk

www.jamesbispham.co.uk

+44 7557551419

EDUCATION

September 2012 – June 2015 - **BSc (Hons) Computer Games Technology (Somerset College)**

Awarded: First Class Honours

Achievements:

- Student of the year and artwork submitted to Edge magazine on the University's advertisement page.

Final Major Games Project: 'Square One' Solo game project

- Modelled and unwrapped organic and environmental low poly 3D assets. Used Mudbox to sculpt high poly versions of assets. Created hand painted textures in Mudbox (diffuse and specular map).
- Used CAT Motion to rig, weight and animate bipedal characters.
- Coded first person character movement, weapons systems (gun, fireball and throwing knife) and level interaction (Collecting objects, opening doors). Particle system used for fireball in the 3D level.
- Used ray casting and a waypoint system to code enemy path finding and object avoidance (2D level)
- Created state scripts to control random behaviour for an enemy character (idle, attack, protect and projectile firing states). Health and damage systems, including checkpoints and game over state.
- GUI to create menus, text based speech and notifications.

EMPLOYMENT

January 2013 – Present - **Freelance 3D Artist, Animator and Developer**

Client: Somerset College (<http://www.somerset.ac.uk>)

Project: Photorealistic architectural renders (3ds Max/Mental ray)

- Used architectural plans and designs to ensure an accurate 3D representation of a building that is currently under construction. Created, unwrapped and textured 3D models.
- Realistic lighting & rendering with Mental Ray.

Client: Powrmatic (<http://www.powrmatic.co.uk>)

Project: Interactive product library and installation animations (Unity 3D/C#/ 3ds Max)

- Held consultations with the client to advise on effective ways of showcasing their products in a virtual environment. Used existing design plans to create accurate 3D models of the client's products.
- Created 6 interior environments to be exported to the Unity Game Engine.
- Application was developed in Unity, C# was used to code camera movement, GUI elements and object interaction.

Client: Impey Showers (<http://www.impeyshowers.com>)

Project: Product installation animation (3ds Max)

- Used reference images supplied by the client to model, unwrap and texture a bathroom environment.
- Used key-frame animation techniques on the cameras, objects and modifiers to clearly represent the stages of installation.

September 2014 – September 2015 - **Associate Lecturer at Somerset College**

- BTEC Level 3 Extended Diploma in Media (Computer Games)
- Responsible for lecture preparation, delivery and marking for six modules.

August 2008 – November 2012 - **Freelance Landscape Gardener**

- Maintained gardens for clients on a regular basis. Responsible for small gardens (town houses) up to large country gardens (3+ acres).
- Mowing lawns, trimming hedges, shed repair, fence installation and patio restoration. Also carried out DIY jobs including decorating and window/gutter/soffit cleaning.

You can find examples of the recent roles highlighted on this resume on my portfolio website:

www.jamesbispham.co.uk