

# David Connely

3D ARTIST

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## GAMES RELATED EXPERIENCE

**Period:** September 2014 — Current

**Role:** Freelance Contracted 3d Artist

**Employer:** Clients include TPLD

Creation of multiple unique 3d low polygon characters suitable for a web based application including the design, modeling, rigging, texturing, and animation of every character within a required short timescale made to spec.

**Period:** Sept 2013 - Sept 2014 (12 Months)

**Role:** 3D Character and Prop Artist

**Student:** Abertay University -

Masters of Professional Practice in Games Development

3D artist within a multi-discipline team that developed 3 games over 12 months, two of which involved developing vertical slices for outside companies using their original IP.

**Projects:**

- **Mouse Journey (PC):** Shown at Dare: Protoplay 2014
- **Unannounced IP (Mobile)**
- **This is Junk (Mobile)**

**Period:** 2009 – 2010 (12 months)

**Role:** 3d Generalist

**Employer:** Canalside Studios

Canalside Studios is a serious games studio that developed games for Museums, Xbox 360 and mobile platforms. This involved working closely with concept artists, designers and clients to create many game-ready realistic low and high polygon models. The models were based on anything ranging from concepts to museum's scan data. This included various items such as suits of amour and medieval props.

**Projects:**

- **Battle Stats: Pirates (PC)** displayed at the Frazier Museum Kentucky USA
- **Battle Stats: Firearms (PC)** displayed at the Leeds Royal Armouries Museum
- **Pirates: Naval warfare (PC)** currently on display at the Frazier museum Kentucky USA
- **Ironclads: Naval warfare (PC)** Concept Development
- **Newspaper Valley: Word Wings (PC)** Concept Development
- **Stitch-Up (PC)** Concept Development

## NON-GAME RELATED EMPLOYMENT

**Period:** 2011 – 2013

**Role:** IT Technician

**Employer:** University of Leeds

Lead a team of 4 people which developed and used a non-destructive pipeline that successfully migrated over 2500 in-use Windows XP machines to Windows 7 on a user per user basis. This was managed without losing a single piece of customers data and involved troubleshooting thousands of migration problems.

## QUALIFICATIONS

**Sept 2013 - Sept 2014**

**Abertay University**

Masters of Professional Practice in Games Development

- **Distinction**

**September 2007 – 2011**

**University of Huddersfield**

BA (Hons) Computer Games Design - **First Class Honours**

## CORE SKILLSET

- Ability to produce consistent game ready assets adhering to set deadlines and technical limitations from concepts while matching desired style
- Good knowledge of optimization making efficient low polygon modeling with attention to clean topology which meets animation requirements
- Ability to seek out, take and act upon constructive criticism and feedback
- Independent reference acquisition for models
- Good working understanding of human anatomy
- High polygon subdivision modeling for hard surface items
- Use and understanding of the PBR lighting model with regards to games and game engines.
- High adaptability to new software and pipelines and rapid independent problem-solving ability
- Digital 3d sculpting & retopology of high resolution assets
- Real-time Map generation (normal mapping etc.)
- Efficient UV Mapping and Texturing Skills
- General rigging skills
- Effective communication and time management skills

## SOFTWARE PACKAGES

	<b>Experience</b>
• Autodesk Maya and 3d Studio Max	Key/Main
• Pixologic Zbrush	Key/Main
• Newtek Lightwave 3d	Key/Main
• Substance Designer and Painter	Key/Main
• Xnormal	Key/Main
• Key Adobe Packages (Photoshop etc)	Key/Main
• Topogun	High
• Headus UV Layout	High
• Unity & Unreal Engine 3/4	High
• Modo 3d	Medium
• Quixel Suite	Low
• PhyreEngine Experience	Low

## INTERESTS

Currently playing through Infamous Second Son, 20 minutes at a time. I work on my personal projects to improve weakness via tutorials and learning. Currently doing Steven Lords Drapery class on Uarsty.com . As a 90s Car enthusiast I also spend time working on my own vehicle (Celica GT4) and attend car events to see other people's creations.