CV - Mike Pickton

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Personal Statement

Developing video games is my passion and working with like-minded, talented 3D artists is my greatest ambition. As a committed second-year game art student, I have already developed strong 3D modelling and texturing skills which I hope you will find demonstrated in my portfolio.

In addition to the time I spent as a QA technician at Codemasters, I have worked as project lead with a team of 12 to produce a standalone Dragon Age mod to a professional standard. These experiences have given me a great deal of insight into working with a team to reach a collective goal under time pressure. As an additional challenge, modding with volunteers across the globe necessitated communication and organisational excellence, which can be demonstrated in the success of the project.

I would be delighted to work for OUTSO in any capacity you have available. I am confident that my engagement, reliability and enthusiasm will have a very positive impact on the team and allow OUTSO to continue to meet targets and exceed expectations.

Education

De Montfort University (2010 – present)
Game Art Design

Lawrence Sheriff School (1999-2006 and 2009-2010)

Foundation Art and Design (2010)   Merit

A Level (2006)	Computing	A	Geography	A
	Economics	A	Maths	A

Technical Skills

3D Software	Having taught myself some modelling in Maya and Max before starting my course, I have since expanded my modelling skills by learning from additional tutorials and reading up on best practices. Although most proficient in 3DS Max, I am also familiar with Mudbox, ZBrush and Maya.
3D Tutoring	I have recorded many popular 3D software tutorials for YouTube. This upcoming academic year I will be teaching assistant to the 3D tutor for first-year classes. My responsibilities will include delivering live tutorials and assisting in the classroom.
Technical 3D	An interest in the technical workings of 3D graphics led me to develop my own shader, shown in my portfolio. I have since read up further on the subject.
Image Editing	I have been using Photoshop and Paint Shop Pro for many years and am very capable in photo manipulation as well as hand-painting textures for my models.
Visualisation	The 2d sketching and digital painting skills developed on my course allow me to enhance my 3D work by visualising ideas quickly and effectively in 2D.
MS Office	I am fully proficient with MS Office (Access, FrontPage, Excel, Outlook, PowerPoint and Word). I used these extensively in my A level Computing work.
Toolset Use	I have produced levels and assets for games from a variety of genres, both old and new. Most recently I have worked with Unreal UDK and the Dragon Age Toolset.

Team Modding	I recently led a Dragon Age modding team of a dozen volunteers in recreating RPG classic, Baldur's Gate 2. Our first module (*http://bit.ly/9BIrlO*) received high praise and was featured in PCGamer. In addition to team leadership and organisation, my main responsibilities were asset creation, level assembly and scripting.
Programming	Since teaching myself HTML at 12 I have worked my way through a variety of programming languages and packages including C#, VB.NET, VBA (Excel macros), MaxScript and various specific-use languages for toolset scripting and task automation.
Other IT Skills	Having taught myself to use a variety of software, I pick up programs very quickly. I have computer hardware assembly and troubleshooting skills and have some experience in web development.
Photography	I have been interested in photography for a few years now. I have photographed European and African wildlife and scenery pursuing this hobby.

Work Experience

GAME: 3 months (Nov 10 - Jan 11)   **Sales Assistant**

While completing my Art Foundation course I worked weekends at my local GAME store. Understanding customers' needs is of absolute importance to give the best service and the experience exposed me to a wide variety of customer expectations and preferences in gaming.

Codemasters: 13 months (Apr 08 - Aug 09 with gap for travelling)   **QA Technician**

To gain industry experience I spent some time working at Codemasters in their Quality Assurance department identifying bugs and areas for improvement in several games. As well as a thorough understanding of current-gen hardware, working with developers has helped me to appreciate the tasks and challenges assigned to various parts of the team.

Deloitte: 10 months (2006-08 with gap for education)   **Private Client Services Scholar**

Having achieved a scholarship, I spent some of my gap year working for Deloitte doing personal tax compliance services. I received tax training and made use of MS Office and Deloitte's in-house tax software to complete high net worth individuals' tax returns. I returned later for a further 2 months, during which time I received a Deloitte Outstanding Contribution Award.

Referees

Heather Williams, 3D tutor	0116 207 8567	hwilliams01@dmu.ac.uk
Michael Powell, Course leader	0116 207 8567	mlp@dmu.ac.uk

Further references are available on request.

Interests

- I enjoy playing a wide variety of games but favour RPGs. Recently I've been playing Cvilization V, Magicka, Amnesia, and various iPhone games.
- Travelling – I have spent time travelling around Southern Africa and Europe for extended periods in the past couple of years. I recently visited Amsterdam with a friend.
- Listening to music and watching films whenever I have spare time!
- Designing computer games and modding other games. I have produced design documents and prototypes for an RPG I hope one day to realise.
- I play tennis and volleyball as part of a club and also enjoy playing pool and table football.
- For around a year, I have been an active member of the Dragon Age community: organising contests, providing video tutorials, and co-hosting a podcast.