

CV

Alastair Low

Online Portfolio: <http://lowtek.co.uk>

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About Me:

I am a University graduate who is looking for 3D modelling work in games. I specialise in characters and non-photorealistic styles. I have been making games since I was in primary school and continue to work on hobby games whenever I'm not playing games.

Skills:

I am a good problem solver who is punctual, polite and motivated. I like to learn and am good at working in groups, working to deadlines and working on my own.

Intermediate	Competent	Experienced (5 years +)
Graphics Gale	Flash	Blender 3D (8 years)
zbrush	Maya	Photoshop (5 years)
Gimp	3dsMax	
	Illustrator	
	Dreamweaver	
	Final Cut Pro	
	Adobe Premier Pro	
	Unity 3D (Prototyping in JavaScript)	
	Sign Lab	

Relevant Experience:

Dsigns: May 2008 – Present – Contract work

Worked in a small sign making workshop where I designed and manufactured several types of signs for shops business. Worked in illustrator and Sian Lab and learned how to work to client briefs.

Abertay University Group Project (A):

3rd Year Group Project: Lead artist role including the creation of art style, production of 3D character models, rigs and animation for 3rd year group project mentored by Outplay. I was also responsible for creating the games visual style guide, creating animated characters and concepts. As well as constructing and organising the art pipeline into Unity.

Dare+:

Took part in Dare+ in summer 2012, worked on Anton's Adventure (2D adventure game for mobile)
Available on Google Play (Android)

Dare to Jam:

Took part in the Dare to jam event at Protoplay in 2011 where me and a programmer made an iPhone game in 2days called Badger the Badger.

Scouts:

Part of a patrol that came 4th in the inter area camping competition and as a Patrol Leader of a successful patrol for some time. I learned how to take orders and improved my problem solving.

Education:

BA (Hons) Computer Arts (Pending, First) University of Abertay Dundee

Honours project:

The aim was to emulate traditional 2D styles in a real-time 3D Game engine. This involved exploring a variety of different methods to achieve a range of non-photorealistic art styles. A 5 level game was the final outcome. Blender game engine was used as it allowed me to prototype without coding.)

HND Computer Art (A)

Central College Glasgow

Awards:

College : Won the best student of the year award

Ludum Dare 25: Came 2nd place for the Graphics category (Game; You are the Dragon)

Scottish game Jam: Won first prize for Art category in the recent Scottish game jam Dundee with a 3 man team. The game was showcased at DCA NEON drop in and play event (Game; Go away Mr Bear)

Interests:

I like Playing and Creating Video Games. I enter game jams and speed modelling contests as much as I can either in teams or on my own. I like to collect things such as old consoles, games, toys, Pop-Up books and various weird musical instruments. I also like watching movies and making short films as well as video blogs and tutorials.

References:

Dsigns:

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