David Faulkner

3d Artist and Game Developer

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I am a 3d artist with over 7 years of experience in the games industry. Although my main focus is on environment art and props, I have a wide range of experience covering many aspects of game development including; character art, animation, video production, UI design, and team management.

Key technical skills:
- High-poly subdivision modelling and sculpting
- Low-poly modelling and LoD creation
- Hand painted texturing or photo-realistic, including experience with PBR and metallic workflows
- Rigging and basic character animation

Software knowledge:
3d Studio Max / Blender / Photoshop / Unity3d / Unreal Engine / Gamebryo / SpeedTree

Employment history

Freelance Artist - Fish Eagle - (2015)
Working in a small team on the design and development of a prototype for an unannounced title. My main responsibilities included:
- Art direction and concept work
- Asset production for the prototype including models an UI elements
- Prototype development in Unity3d
- Production of promotional videos

Lead Artist - Geniaware s.r.l. - (2011 - 2014)
In 2011 I took over as lead artist on Lords of Football. At the height of the project I was managing a team of 6 artists, including UI and animation, as well as continuing to support and manage outsourcing activities.

My responsibilities included:
- Working closely with the producer to manage and schedule work for the art team.
- Art direction across the project.
- Management and production of promotional materials including; posters, packaging, videos, online store banners.
- Developing concepts for new features and DLC including; UI, buildings, and props.
- Continuing work on environments.

Environment Artist - Geniaware s.r.l. - (2009 - 2011)
I worked as the main environment artist for Lords of Football (PC). I was responsible for the management and production of the game environments which included a day/night cycle, seasonal changes, varying weather conditions, and 3 different architectural styles.

My responsibilities included:
- Working closely alongside programmers to test and develop the asset pipeline in the early stages of the project
- Production of environment assets and levels
- Management of outsourced work and implementation of outsourced assets into the game
- Management and production of animated props and vehicles
- Writing and editing xml files for levels and objects
- Production of SpeedTree assets

Freelance Texture Artist - Brain in a Jar - (2007)
UV mapping and texturing of props and character models for Indianapolis 500: Evolution (Xbox 360).

Music video production - Panjab Records - (2006 - 2007)
I was contracted to create an animated music video for an up-coming artist. I produced and edited over 4 minutes of 3d animation involving characters, vehicles, and several environments.

Other projects

Sumo squash (Xbox 360)
After our success with Herriman our team decided to go ahead and make a complete game for the Xbox 360. A simple 2d 'jump and bump' game, I was again responsible for environment art and level design

Herriman: Under Pressure! (winner of the 2007 XNA UK User Group competition for Best Overall Game)
In 2007 I got together with a couple of friends to create a game for the XNA UK User Group competition. We came in late to the competition and only had 14 days to get finished. Working to the theme Ocean Odyssey we created a simple 2D diving game. I created the environment art and level design.

Qualifications

BA(hons) Creative Visualisation - University of Teesside (2002 - 2005)

A wide ranging course covering traditional art and animation skills, 3d animation production, 3d production for games, and web design.