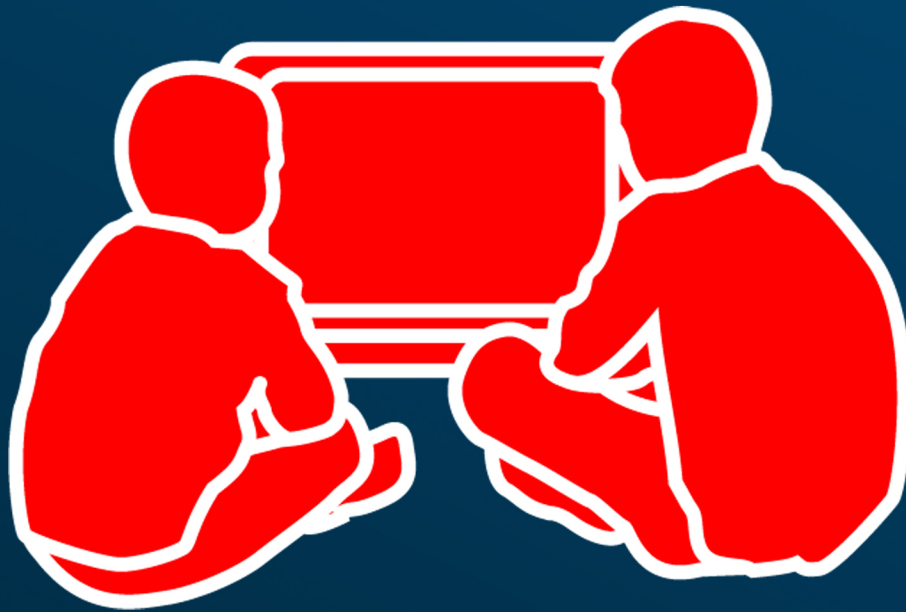


Resume
of
Allan I. Wilson
3D Artist and Graphic Designer
allaniwilson.com



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Personal Profile

From a young age I've always held a strong interest with art and design, this lead me to join the Mt Erin S.C magazine team, where I was senior page designer and lead photographer.

From there I became focused on design. This lead me to moving onto taking a course at Holmesglen TAFE where I began to explore Digital Media [Multimedia] and its directions. I found that my strengths and direction lay with 3D modelling.

This led me into a University course majoring in digital media and game design. While completing my course I became involved with other like minded game design students, we formed a group taking on small designing projects.

In 2009 our group formed a registered business outside of Uni taking on jobs and by early 2011 we formed Pub Games a independent video game development studio. My position in the business is within the 3D department where I work on specialised 3D design contracts. Our business has a positive working environment and is continuing to grow and gain more clients.

My major strengths are my adaptability and mentoring within the workplace and work projects. I am very flexible being able to take on all roles including project director, designer, 3D modelling, animation and teaching others regarding these roles. These adaptabilities can also be seen in my design work with web design, multimedia, motion, branding or printing.

Experience:

Game Development & 3D Artist

Pub Games - 2011+

Co founder / Senior 3D Artist

Founded in 2011, Pub Games is an independent video game development studio. We believe in brewing up high quality, entertaining experiences that are accessible, fun and community minded. Pub Games engages in a variety of different activities, including contract work for clients, involvement with community projects & initiatives, and collaboration with local industries.

www.pubgames.net.au

Pub Games bring a mark within the Industry with knowledge and experience actively developing mobile and computer games, primarily using the Unreal 3 Engine.

PUB GAMES PROJECTS

Means of Escape

(WIP - Proof of concept proto-type)

Players must guide the out-of-control suit (and its helpless occupant) through to safety, using both puzzle and twitch-gaming skills to negotiate the hazardous environments.

Primal Carnage Mobile

(currently in development)

Primal Carnage Mobile is an on-rails shooter for iOS and Android set on a tropical island overrun by dinosaurs.

Responsibilities:

- Creating/ modifying terrain and modelling/ texturing environmental assets.
- Understanding modelling / animation pipelines as well as the limitations
- need for development to cater for the mobile device.
- Trouble shooting asset errors that appear and finding a solution.
- Integrating assets into the Unreal engine.

Web and Graphic Design

ROLLER NETWORK - November 2009 to January 2010

contracted Web/ Graphic designer

Exclusive online event service, allowing Roller members to reap rewards of exclusive deals, promotions and loyalty rewards from elite bars and nightclubs around Australia.

Client wanted me to come up with a more stylish and modern design for their website, ready to hand over to their web programmers.

Responsibilities:

- Designing the clean simple and modern looking site.
- Modifying (append request) clients stock images.
- Finalizing type face style and format.
- Creating notes for functionality that the programmer can follow.
- Meeting to the client's needs.

Education:

Bachelor of Arts

- Major: Games and interactivity
- Minor: 3D Animation and Modelling Advanced Minor
- Years: 2008-2012(Final year)
- College: Swinburne University
- Location: Hawthorn Campus

Bachelor of IT

- Major: Computer Studies
- Minor: (none as yet)
- Years: 2011(still undertaking)
- College: RMIT(via Open University Australia)
- Location: Online

Advance Diploma Multimedia

- Years: 2005-2007
- College: Holmesglen TAFE
- Location: Moorabbin Campus

Capabilities:

- Experience dealing with clients and their needs
- Coordinating and managing assets and people across multiple projects
- Able to keep up to date with latest software, new features and development pipelines.
- Able to adjust to new software and in house tools in short amount of time.
- Fast and able to work under pressure
- Ability to stick to the creative brief and other guidelines
- Skilful at teaching and guiding fellow co-workers in a way they can understand

Software Skills:

SOFTWARE PROFICIENCY

I have extensive knowledge of many software applications. Listed are those which I use on a regular basis:

Autodesk

- 3D Studio Max
- MAYA
- Mud Box
- Motion Builder

Adobe

- Photoshop
- Illustrator
- InDesign

Game Engine SDK

- Unreal Engine
- Unity 3D

TECHNOLOGICAL PROWESS

I have good knowledge of the following technologies:

Software:

ZBrush, CrazyBump, Adobe(Flash, Premiere Pro, After Effects, Dreamweaver), Visual Studio

Programming Languages:

XHTML / CSS, PHP, MySQL, Flash ActionScript, JavaScript, Python, C# and JAVA