

JONATHAN FLYNN >> TECHNICAL ARTIST



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SKILLS

In order of competence

Programming, Pipeline Development, Game Design, Rigging, Modelling, Texturing, Lighting

In addition to the above skills I also:

- work well in teams of all sizes.
- am an assertive team leader.
- have developed a wide range of complex problem solving skills.

SOFTWARE

In order of competence

Production programs: Maya, Photoshop, UE4, UVLayout

Beginners knowledge: Mari, Mudbox, Nuke, Substance, Houdini

OS: Windows, Linux

LANGUAGES

In order of competence

Languages: Python, UE4 Blueprint, C++, Bash, Batch

Programming utilities: Perforce, Git, Qt, VS, OpenGL

EDUCATION

June 2016 >> Degree, 1st

BA (Hons) Computer Visualisation & Animation : NCCA - Bournemouth University, UK

June 2013 >> A-Levels, ABB resp.

Graphic Products, Computing, Mathematics : Strode's College, UK

June 2011 >> GCSEs, 11 A*-C

Basic Curr. w/Graphic Products, Triple Science, ICT : Thamesmead School, UK

WORK EXPERIENCE

References available on request

Game Tester at **VMC - Global Beta Test Network (work from home)**

July 2015 - July 2016 (12 months)

This job consisted of stress testing games with the purpose of: determining breaking points or safe usage limits, confirming intended specifications are being met, determining modes of failure (how exactly a system fails), and testing stable operation of a part or system outside standard usage.

Assistant Graphics Designer at **Screen Image Concepts Ltd., UK**

March 2010 - April 2010 (1 month placement)

I worked with a small team of designers in a high pressure environment to meet deadlines. I designed and created graphics as well as signage for clients. I pitched and discussed design ideas to clients as well as fellow designers.