# THOMAS DURRANT

### EXPERIENCE

OCT 2017

SOCCER MANAGER LTD | BETA QA

Play tested their latest game Soccer Manager 2018, during this we had to give feedback and report on any bug and abnormalities. SKILLS: Communication, Push the limits of games.

2018, 2019

GLOBAL GAMESJAM | ENVIRONMENT ARTIST

I have worked on multiple game jams as an environment artist, creating 3d assets in collaboration with level and game designers to create atmospheric environments.

2016 - PRESENT

**DRAGON CLASSICS | IT SUPPORT** 

It, website, and online store management Dragon Classic Restoration is a Citroen Hy van restoration company located in Abergele, North Wales.

SKILLS: Working in a team, IT, Communication, and Adaptability.

## **EDUCATION**

2017-2020

BA (HONS) IN GAME DESIGN - DEGREE-UPPER SECOND

University of Central Lancashire

2015 - 2017

BTEC DIPLOMA IN CREATIVE MEDIA PRODUCTION AND GAMES DEVELOPMENT – DISTINCTION \*

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## SOFTWARE KNOWLEDGE

Autodesk Maya, Pixologic ZBrush, Substance Suite, Photoshop, Quixel Mixer, Unreal Engine.

- Material Creation
- PBR texturing pipelines
- Hard Surface Modeling

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**WEBSITE** 

thomasdurrant.com

**ARTSTATION** 

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Mobile

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#### **ABOUT ME**

I am a 21-year-old student currently studying Game Design at the University of Central Lancashire. I am extremely passionate about playing and designing video games and wish to develop my current skills within games design and development. I would consider myself to be a hard worker and enjoy working as part of a team or by myself. I can speak two languages English and Welsh. Welsh is my first language.

#### **FAVOURITE GAMES**

Pokémon Ruby (2002), Battlefront II (2005), Episode III – Revenge of the Sith (2005), Black ops 2 (2012), The Outer Worlds (2019)

#### **REFERENCES**

References are available upon request.

#### **PORTFOLIO**

My portfolio is available on my website: thomasdurrant.com