Dickie McCarthy
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Past experience

Southampton Solent University | Dec '16 - Present
Associate Lecturer
- Teaching undergraduate classes on game art, including but not limited to: environment art, shader and material creation, texturing, game engine pipelines, version control.

Two Tails Games | July '15 - Nov '16
Freelance Environment Artist
- 3D environment modelling & texturing
- Artistic direction and consultancy
- Game world lighting
- Research and development of artistic techniques and technologies

Real Visual | Feb '14 - April '15
Environment Artist
- Creation of environment art based on real world reference and plans
- Working with other artists and developers on extremely diverse projects
- Seeing environments from initial plans to post bug fixing and completion
- Listening to other artists and developing methodologies or tools to maximise workflow
- Tasked with overall lighting look and feel of previous project and set the standard for other artists to follow

CityScape Digital | May '13 - Jan '14
Intermittent Freelance Technical/Engine Artist
- Working primarily with UDK and later with Unity, finding solutions for displaying and interacting with architectural models at real time
- Working on advertising based projects for external clients
- Prototyping potential projects and their art styles
- Working with a small team to meet tight deadlines

Ludophobia | Jan '13 - May '13
Intermittent Freelance Vehicle Artist
- Creation of high detail car models and translating that information to engine (Unity) for a 3rd person racing game
- Understanding the limitations of the hardware and building for it
- Other art duties involved some prop art and GUI art

Skills
- Understanding of Environment art creation, pipeline, and active engagement in its improvement within a team
- Pipeline and editor tools prototyping
- Material and texture creation (procedural prefered for environments)
- Shader writing
- High detail asset creation through sculpting, or subdivision modelling for hard surfaces
- Game Design
- Functional programming knowledge which helps inter-department communication

Education
BA(Hons) Computer & Video Games - 1st Class Honours | Sept '10 - Sept. '13
- Major focus on creation of chosen 3D discipline (Environment Art)
- Shader creation focus in third year along with modelling
- Grounding in character art
- Weekly Life drawing sessions
- Time management and self planning skills

Btech National Diploma Video Game Development (arts) | Sept '08 - July '10

Greenshaw High School | Aug '03- July '08
10 GCSEs A* - C grade including Maths and English

References
Made available upon request