

WILLIAM BUTTERWORTH

✦ 3D Prop | Environment Artist ✦

EDUCATION

2013 – Present BA Hons Game Design *
(UCLAN, Preston)

2010 – 2013 Arts & Craft Project Manager *
(YMCA, Birkenhead)

2005 – 2009 Art & Design First, National & Foundation Diploma *
(12 Quays College)

2000 – 2005 9 GCSE's including Maths & English *
(Rockferry High School)


INTERESTS


In my leisure time I paint, sculpt and draw both naturally and digitally. I am a fan of Liverpool FC and regularly attend games. I have a collection of scientific novels and a variety of comic books. I watch so much film, my second home is the cinema and of course I play games to relax.


CONTACT

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CAREER OBJECTIVE

To be able to fully use all my skills in 3D within the next generation of gaming. To expand my knowledge for companies, organisations and video games enthusiast alike. I am always trying to learn new software and I am confident that my current skill set and knowledge will allow me to achieve this goal.

SKILLS

- * 2D & 3D Modelling.
- * PBR Texturing.
- * Sculpting.
- * 2D Texturing.
- * Modular Assets.
- * Lighting a scene.
- * Scene Composition.
- * Environmental Art.
- * Good world building skills.
- * Excellent organisational.
- * Time management skills.
- * Able to function in a team environment.

SOFTWARE

Autodesk Maya.
Autodesk Mudbox.
Adobe Photoshop.
Quixel Suite 2.1
xNnormal.
3D Coat 4.5.
Unreal Engine 4

PROFESSIONAL EXPERIENCE

White Paper Games - Manchester, UK

* 3D Artist, Internship | TBA Title

In January, I was offered an internship from White Paper Games for 13 weeks. In those weeks I created game-ready assets for their TBA upcoming title.

* Internship | Standalone Project

During summer of 2015, alongside three other students I was involved in a project designing a prototype called 'Beneath The Sand', this experience enhanced my team-working skills and honed my 3D art skills amongst a great deal of other things.

* Quality Assurance | Ether One

In March 2014, I was working on the QA for Ether One on the PC and later the PS4 version in 2015.

Soccer Management Ltd - Preston, UK

* Quality Assurance | Soccer Manager 2015

December 2014, I play tested the app for the previously browser-only, Soccer Manager 2015; searching, replicating and reporting bugs

REFERENCES

These are available upon request.