

3D ARTIST

DANIEL HASLOP

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ABOUT ME

I am a versatile artist with four years industry experience and six published titles. During my career I've had the opportunity to create 2D and 3D art for a number of top franchises across a variety of genres and platforms.

I am skilled in both digital and traditional art forms, possessing the creative skills and technical ability needed to produce high quality content adhering to the required specifications. I have experience working to tight deadlines whilst managing priorities to get the best results.

I am extremely passionate about video games and graphic design, I love working on projects both at work and in my spare time. My goal is to evolve as an artist, work on new and exciting projects as well as continue to learn and develop new skills.

WORK EXPERIENCE

Zoë Mode **Environment Artist**

2011 – 2012

Created high polygon environments and assets for the Zumba Fitness franchise. Working from basic concept art to develop vibrant and visually exciting scenes that complement the games overall aesthetic.

Exient Ltd **3D Artist**

2009 – 2011

During my time at Exient I worked on four published titles. My role started as polygon reduction and optimisation, and grew to large scale environment creation and management. I worked with various styles from the distinctive cartoon look of the Sims to the more realistic models and textures used in Need for Speed. I also designed graphics and Flash media for the company website as well as promotional material used at corporate events.

Gusto Games **Junior 3D Artist**

2008 – 2009

3D artist role that included modelling, texturing and lighting original environments and assets used both in game and cut scenes.

Freelance **Graphic Design**

2005 – 2008

Designed t-shirts, flyers and other promotional materials for bands, clothing companies and record labels; turning a hobby into a profitable venture that helped towards the cost of university.

EXPERTISE

Skills

High and low polygon modelling
Hard surface and organic modelling
Creating game ready 3D models
Graphic design and illustration
Hand painted and realistic texture creation
Creating effective normal and specular maps
Dynamic and vertex lighting
Rigging and skinning models
Developing concept art
Creating effective LODs and collision meshes
Actionscript 3 programming

Software

3D Studio Max, Photoshop, Illustrator, Flash
Maya, Zbrush, xNormal, UDK Engine

Platforms

Xbox360, PS3, Wii, PSP Vita, 3DS, DS,
iPhone/Mobile, Online (Flash)

CREDITED TITLES

Zumba Fitness: Rush

Xbox 360 Kinect

Zumba Fitness 2

Wii

Need for Speed: Hot Pursuit

Wii

Sims 3

DS

DJ Hero

Wii/PS2

Goosebumps Horrorland

Wii/PS2/DS

EDUCATION

University of Lincoln

BSc Computer Game (Software Development)

Awarded 2:1 with Honours

2004 – 2007

Copleston School/Sixth Form

3 A-Levels, 10 GCSEs