

Mark Foreman

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I am a highly motivated second year undergraduate with prior experience in environment art asset creation for computer games, seeking a work placement in game development. I regularly push myself to improve on previous efforts, and enjoy receiving and working on constructive criticism. I am a dedicated, friendly team worker, with leadership skills due to experience in Scouting as well as various team game design projects.

Education:

Current Study:

Computer Games Technology BSC (Hons) 2008 – 2011
University Of Portsmouth

The course covers the ideas/methods behind the art, design and programming required to produce computer games to the standard of current generation titles. I have chosen units on the course more suitable for an artistic role which is where my main interests and abilities lie. I have also had the experience of working on a few unpaid modifications with roles involving level design and asset creation.

Qualifications Already Gained:

2006 – 2008 Farnborough Sixth Form College

A Level

Computing	B
Fine Art	C

AS Level

Photography	A
Use of Maths	C
Electronics	C
Physics	E

2005 – 2008 Farnborough College of Technology

Practical Engineering Operations	NVQ Level 1
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Relevant Experience:

Jan 2006 – To Date

Black Mesa

Environment Artist

A total conversion for Half-Life 2, recreating Valve software's award winning computer game, Half-Life in full.

Responsibilities: Creating Environment and Prop textures, Prop Modelling and Effects using Valve's Particle Editor.

March 2009 – To Date **RetCon Retroactive Continuity** **Lead Level and Art Design**

A third person, action platformer mod for Valve's Half-Life 2. I have been working on it in my spare time since finishing the unit it was started for.

Responsibilities: Creating Environment and Prop textures, Prop Modelling, Level Design and Environment Art as well as Effects using Valve's Particle Editor. I also worked on all the presentation/ pitch documentation required to pass the unit.

Mid 2004 – 2006

Incoming Source (Now Orion)

Level Design

A multiplayer teamwork based first person shooter mod for Valves Half-Life 2. The mod was originally planned for Half-Life 1, and development moved to HL2 upon it's release.

Responsibilities: Designing and creating early levels for the mod that tested out game play being produced by the lead designer and programmers. My original work has since been updated by new team members to fit with the mods progress.

Video Game Proficiencies/Experience

A good understanding of creating assets for computer game environment art, taking into account, Smoothing, Poly count/flow, efficient UV mapping, implementing normal/secular/illumination and transparency maps and LOD optimisations.

An intermediate understanding of level design principles. Game flow/player progression (single player, and multiplayer), texturing and prop detailing, lighting and basic optimisation.

Software Experience:

Adobe Photoshop – 7+ Years (Texture and Skinning art, image manipulation, Graphic Work)

Adobe Premier – <1 Year (Basic video editing, including transitions, sound and effects)

Autodesk 3DSmax – 2+ Years (intermediate inorganic prop modelling, UV mapping and Skinning)

Crazy Bump – <1 Year (Generation of effective Normal, Specular and Occlusion maps)

Filter Forge – >1 Year (Creating and employing my own filters effectively into my workflow)

HTML – >1 Year (basic website creation, see portfolio site: (will be the address))

Microsoft Office – 10+ Years (Word, Excel, Access, Publisher etc.)

Valve Hammer Editor – 4+ Years (Intermediate Level Design)