

# **Liam Parkinson**

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## **PERSONAL STATEMENT:**

I am a design for digital media graduate. I specialised as an environment artist for video games. I also have a background in graphic design from a previous national diploma in graphic design. I am very keen to find a role working within the computer games industry. I am passionate about gaming and 3D art. I'm also able to work on my own initiative as well as within a team. I dedicate myself to whatever I am working on and do not leave anything unfinished. I am a very easy person to get along with and always looking to develop myself and my skills. I have an array of technical skills in Maya, Photoshop, Illustrator, Unity, Unreal, Mudbox, Hexagon 3D, and Second Life.

## **EXPERIENCE:**

In my spare time I enter in a variety of competitions on [game-artist.net](http://game-artist.net) and [cgsociety.com](http://cgsociety.com). These competitions are mostly speed modelling or speed texturing related; however they also set various environment art competitions. Most of these competitions have industry professionals entering as well so I always receive great feedback which helps me improve my work. On top of this most of my free time is game related. This is either playing and evaluating games or working on game art. In the past I have worked various freelance graphics jobs that built my team skills and give me an idea of how a creative industry operates. My time at the Leeds College of Art has also helped me develop a critical understanding for art and design. This critical thinking was encouraged throughout my years at the college. As well as this I took classes in Contextual studies which opened up my visual research skills. My dissertation was based on how a virtual game environment can affect a user and their feelings. This helped aid my work as I took into account how a user may respond to various elements dependent on a mood I was trying to create. At the moment in my spare time I am continuing to draw, as this is a skill I am pushing myself to improve with. Drawing has become an almost daily activity now. Due to the nature of my degree I also had to develop video and animation projects, which gave me skills in storyboarding and an appreciation of story structure and character. My ND graphics course also taught me skills in colour, layout, and typography.

## **EDUCATION:**

2006 - 2009                      **BA Honours Design for Digital Media at Leeds College of Art 2.1**

2004 - 2006                      **ND Graphic Design at Leeds College of Art.**

3 A Levels – Distinction/ Distinction/ Merit.

1999 - 2004

**Allerton High School.**

11 GCSEs – Art & Design [B], Geography [B], ICT [B], Science Double [BB], English Language [C], English Literature [C], Mathematics [C], French [D], Religious Studies [D].

**PERSONAL INTERESTS:**

My main interest lies within gaming. I play online games frequently and especially enjoy when a game has a cooperative element. Some of the games I play are World of Warcraft and Eve Online. I have a wide interest of various types of games. Aside from gaming I do enjoy playing Rugby and Football with my friends. For the past few years we have played in a Sunday 5 a side football team at Goals. To unwind I enjoy reading. Most of the books I read are fictional military stories, and tend to be authored by Andy McNab.

**REFEREES:**

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