

CURRICULUM VITAE

PERSONAL INFORMATION:

Name: Tom Gibson
Date of Birth: 8/12/1986
Nationality: British
Status/Dependants: None

CAREER STATEMENT:

I am a hardworking, keen and enthusiastic 3D artist seeking an interesting and rewarding career. I enjoy being part of a team but I am also able to work well under my own initiative having a broad generalist knowledge and possessing the high level of motivation required to meet tight deadlines. As a young graduate, I would particularly appreciate a position which includes improving my skills. I am able to learn quickly and my dedication to succeed means I will have a positive impact on your company.

CONTACT DETAILS:

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EDUCATION:

Tertiary: 2008-2009 - University of Hertfordshire, Hatfield: 3D Animation (MA)
2005-2008 - University of Hertfordshire, Hatfield: Software Systems for the Arts and Media (BA)
Secondary: 1998-2005 - Kent College, Canterbury, Kent
Primary: Kabira International School, Kampala, Uganda; Sheldwich Primary School, Sheldwich, Kent

QUALIFICATIONS:

MA: 3D Animation - Passed with Commendation.

BA: Software Systems for the Arts and Media - First Class (Hons).

A levels: Design Technology- C; Geography - C; History - D

GCSE: Design Technology - A; English Literature - B; Maths - B; Double Award Science - BB; Information Technology - C; English Language - C; Geography - C; French - D; Religious Studies - A*.

Other: Passed driving test summer 2005

WORK EXPERIENCE

- In summer 2006 I had work experience with, Media Garden, a web design company in Canterbury and in 2007 I was employed by them during the Easter holidays.
- For my final undergraduate University project [2008], I won an award to work with Berkhamsted Town Council to create a 3D tour of Berkhamsted Castle set in the thirteenth century, working closely with historians.
- In the summer of 2008 I did work experience at Hibbert Ralph Animations, in London, where I witnessed the full pipeline they were using to create the children's TV series 'Fireman Sam'; this confirmed my enthusiasm for 3D animation.

PROFESSIONAL EXPERIENCE

After graduating in 2009 I gained freelance employment at OneDeadPixel in Welwyn Garden City, working on a series of financial advice animations for the bank ING. My role was primarily in control of rendering, quality control and compositing, also helping on asset creation and editing where needed.

PERSONAL STATEMENT

I have had an interest in design since starting secondary school; however, in recent years, the opportunities offered by digital art, particularly 3D, have really captured my imagination. Films were where I first encountered 3D; there seemed a magic behind it that intrigued me; the ability to create a photorealistic render or the illusion of an explosion on my own computer is inspiring. My undergraduate degree helped open my eyes to this, leading to my determination to specialise in 3D art. I've really enjoyed the journey so far; and my enthusiasm for it to continue has caused me to spend my free time reading forums and following tutorials. I am quick to grasp new ideas and to produce creative ways to deploy them. I see 3D animation as the perfect medium to create media that entertains, illustrates and/or educates and there is an exciting power behind this.

My current tools of choice are 3D Studio Max, Mental Ray, Fusion, Mudbox, Unfold3D, Premiere Pro and Photoshop but I am also proficient with Final Cut Pro, Vray, Flash, Director, Dreamweaver, Audition, After Effects and the code languages HTML, JavaScript, PHP and MySQL. I am also always keen to learn new software and expand my skill set. I have built my own computers, and am interested in what goes inside the box as well as how to use it, though this is mainly as a means to an end.

INTEREST / HOBBIES:

I have started learning to play electric guitar, and find music to be a big part of my life. Having lived overseas, I enjoy travelling and recently went to China [I'm still trying to learn more Mandarin]. I also enjoy photography, computer gaming, reading and socialising.

REFERENCES:

Available upon request.

SHOWREEL BREAKDOWN:

All assets were created, textured and rendered by myself. But for software information and further details, see below.

Long Forgotten Attic

Modelled and textured in 3Ds Max, rendered with Mental Ray and composited in Fusion.

This was created for a lighting project during my MA.

Broktdown Truck

Modelled and textured in 3Ds Max, rendered with Mental Ray and composited in Photoshop / Fusion.

The truck was originally modelled for my final MA project, though I later created this image by experimenting with photographs as backplates.

Leaky Oil Rigs

Modelled and textured in 3Ds Max, rendered with Mental Ray and composited in Fusion.

This scene was created for my final MA project.

Collapsing Iceshelf

Modelled and textured in 3Ds Max, rendered with Mental Ray and composited in Fusion. Also a lot of Pflow was used.

This scene was created for my final MA project.

Large Hadron Collider

Modelled and textured in 3Ds Max, rendered with V-Ray and composited in Fusion.

This was for a collaborative project with Simon Howells during my MA.

Preinjecteur Linac2

Modelled and textured in 3Ds Max, rendered with V-Ray and composited in Fusion.

This was for a collaborative project with Simon Howells during my MA.

Deserted Trainhouse, Oil Field and Windmill.

Modelled and textured in 3Ds Max, rendered with Mental Ray and composited in Fusion.

This scene was created for my final MA project.