

JAMIE PARISH

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PROFESSIONAL SUMMARY

Focused and detail-oriented Unity 3D engine expert with a focus on video game development, highly proficient in the Autodesk Suite. Creative and dependable team player dedicated to innovation, exposition and efficiently resolving project issues. While primarily a 3D Artist, proficient in a wide array of skills pertaining to the development of 2D and 3D video games (and other software).

ACCOMPLISHMENTS

- Achieved a First Class Hons Degree in Games Design and Development
- Had many of my 3D assets downloaded from sketchfab to be used in their projects.
- Achieved 130,000+ installs for Mega Museum

WORK HISTORY

3D Games Asset Creation

06/2015 to 09/2015

Greenlight Games Ltd.

- Became proficient at troubleshooting and implementing fixes to ensure project functionality
- Making sure scripts are optimized and well structured
- Project to be organized
- Took ownership of new features, from initial concept to production
- Constantly researching better solutions for current features/mechanics
- In-charge of social media and customer feedback

Freelance Developer

06/2017 to 09/2018

Joseph Boston

Games for Cats (over 750k installs) and Games for Dogs

- Clean and organize the project
- Optimize scripts for better performance
- Improve game-play features and mechanics

Alphabet for Babies

- Implementing UI features/mechanics
- Recording voice for each alphabet

Factory Frenzy

- 360 gyro movement using your mobile device
- touch screen hand gestures (swipe, push, rotate)
- Implement leaderboards for high scores
- Create the 3D environment

EDUCATION

First Class Bachelor's Degree: Games Design and Development

2015

University of Greenwich - Greenwich

SKILLS

Unity, Adobe Photoshop, High - Low Poly Modelling, Texturing, UV-mapping, Maya, Mudbox, Meshlab, C#, Object-Oriented Programming (OOP), self-motivated, fast learner, project management, enthusiastic, idealist, perfectionist, problem solver, strong communication skills, passionate

ADDITIONAL INFORMATION

Hobbies: 3D art, Video games, coding, football, researching new technologies for game development