

Dave Price

Experienced 3D/2DArtist

I am a Graphic Artist with vast experience spanning over 34 years. I have worked on numerous platforms, right from the beginning of the industry starting from the Sinclair Zx Spectrum, right up to the latest consoles, Pc, and game engines. This experience has given me the ability to adapt quickly and efficiently when new technologies are put into play.

I work well within a team, and I always look for new ways being innovative, progressive and problem solving.

CORE SKILLS:

- 3D modelling in 3D max, Maya and Zbrush
- Texture map creation in Photoshop, Mixer and Substance.
- PBR Texture creation pipeline.
- High Res & Low Res, Environment, Vehicle, Character and Prop Modelling
- Rigging & Skinning
- Creating Promotional Videos
- Unity 3D game engine
- Mobile Gaming Development

EDUCATION:

Institute	Course	Grade	Date
Carlett Park Collage	Art and Design and Technical Design	2 A-Levels	1982 – 84

Secondary School	Course	Grade	Date
Bebington Secondary School	Art & Design, Tech Drawing Drawing and Woodwork English Language, Mathematics, History and Technology	O-Level CSE	1975 - 82
	Woodwork		
	English Language, History	CSE	
	Mathematics, Science		

TECHNICAL SKILLS:

3DSmax	Maya	Zbrush	Quixel Suite
Substance	Photoshop	Unity3D	Mixer
After Effects	Git	Jira	Spine

EMPLOYMENT HISTORY:

LIGHT AND WONDER

Games Artist

Manchester April 2022 to present.

MAGELLAN ROBOTECH(STANLEYBET)

Senior 3D Artist

Liverpool February 2014 – 10th July 2020

DISTINCTIVE DEVELOPMENTS

2D/3D Artist and animator

Sheffield January 2011 – 2014

3D modeller and animator, 2D Artist.
iOS and Android games, involving phones and tablets, plus
online.

ECLIPSE

June 2010 – July 2010

Freelance: 2D artwork for an online game.

REDOUBT LIMITED (Rebellion)

Senior 2D/3D Artist

Liverpool August 2008 – June 2010

2D/3D modeller and animator. Developed games for
Nintendo Wii and DS. Created characters, rigging and
animation.

ROCKPOOL GAMES LTD (Eidos)

2D/3D Artist and animator

Manchester August 2005 – 2008

2D/3D Artist, modeller and animator. Max, Maya, CS3,
Promotion.

Worked on games for mobile and online. Sega Rally 3D,
Worms, Nebulus, Toca3D and Moto GP 2D/3D.

ACCLAIM ENTERTAINMENT STUDIOS

2D/3D Artist and animator

Manchester 2002 -2004

3D modelling of Environments, vehicles, characters.

Platforms: PC, Xbox and PS2

SOFTWARE CREATIONS

2D/3D Artist and animator

Manchester 1995 – 2002

2D artist, 3D modeller, 3D environment and texture artist for
a number of Platforms: SNES, G Boy, N64, PS1, and PC

TIERTEX

2D Artist and animator

Manchester 1991 -1995

Platforms worked on Mega-Drive, SNES and PC. 2D & 3D art.

KINETICA

2D Artist and animator

Wirral 1990 – 1991

Worked on the following platforms: MEGA-DRIVE AND PC

CONSULT COMPUTER SYSTEMS

2D Artist and animator

Wirral 1986 – 1990

Worked on multiple platforms, ZX Spectrum.
Amstrad, C64, Amiga and Atari ST.

INTERESTS & HOBBIES:

I, of course love playing games on consoles and Pc. Always trying to improve myself with the latest techniques with software like Zbrush, which has a lot of creative freedom. The great outdoors, cinema and spending as much time with friends and family.

PERSONAL DETAILS:

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PORTFOLIO	https://www.daveprice3dartist.com

MOBY GAMES

<http://www.mobygames.com/developer/sheet/view/developerId,33685>

LINKEDIN

<http://uk.linkedin.com/pub/dave-price/8/401/191>

REFERENCES:

Available upon request