

Mark Sneddon
Curriculum Vitae
30/07/2010

Professional / Indie Work

Monochrome LLC 2009 - Current

3D Artist

- Expanded skill set to include high-poly modelling
 - Created first-person weapon models: highpoly, lowpoly, unwrap, normalmap bake, textures.
 - Periodically created environment props
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Mod /Amateur Work

Zombie Panic: Source 2007 - 2009

3D Artist

- Created first-person weapon models, fully unwrapped and textured
 - Attended scheduled playtest sessions
 - Actively contributed to team discussions
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References

- ❖ "To whom it may concern, I'd like to express my great pleasure in working with Mark for the last 3 going on 4 years both on my Half-Life 2 Modification "Zombie Panic: Source" (<http://www.zombiepanic.org>) which has been the top played HL2 mod for 2 years running which couldn't have been achieved without him, and Monochrome's current title "Contagion". He has been a valuable and meticulous artist who has never been late to deliver and always exceeded expectations. I can't think of a more reliable and talented artist I've worked with and I'm confident he will make a great asset to any studio."

Brian Comer – President and Art Lead, Monochrome LLC

-Art Lead, Zombie Panic: Source

Brian.Comer@monochrome-games.com

Tel. 050-3656-8037 (Kyoto JPN, Local Telephone code)

- ❖ "Mark is a very talented 3D artist. His work is exceptional, and he strives for quality in all of his 3D models. Mark takes critiques well, and has pulled through several times when deadlines were close. Overall, Mark is a very hard worker, and an excellent artist."

William Autrey - Programming Lead, Zombie Panic: Source

frikazoyd@gmail.com

- ❖ "Mark was able to create a high-quality model for a project I was working on within a few days. I was in a pinch and needed a model quickly, and Mark was able to make a great model, superlative textures (including normals and specular), and all within a turn around of a few days. I was working on coding and rigging for this proof-of-concept project, and when I ran into issues there, Mark went beyond the call of duty and gave me some advice as to how to tackle the issues I had run into. I hope to work with Mark again at some point and he would definitely be an asset to any team."

Ben Nadler - Freelance Client

nadler.ben@gmail.com

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About Me

"Don't lower your expectations to meet your performance. Raise your level of performance to meet your expectations. Expect the best of yourself, and then do what is necessary to make it a reality." - **Ralph Marston**

The above quote is reflective of the attitude I apply to my work: an unrelenting drive to improve, and to have the canvas I draw with my mouse be ever closer to the vision of what I want to achieve.

Although currently I have a lot of weapon modelling in my portfolio, ultimately I'm striving to be an Environment Artist as that is where my true passion lies; I'm a dedicated member of any team, and work well in a unit.

With 3 years of amateur mod experience on an award-winning project, and over 8 months of freelance experience, I feel I would be well suited to enter the games industry in a junior role.

Qualifications

Hamble Community Sports College
1999 - 2004
Address: 5 Satchel Lane, Hamble,
Hampshire

Qualification

GCSE

English Language	- B
Mathematics	- B
Mathematics - Statistics	- C
Science - Double award	- B(b)
Geography	- B
Resistant Materials	- C

GNVQ (Intermediate)

ICT	- Pass
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Personal Information

NATIONALITY	British
ADDRESS	44a Southover Street Brighton BN2 9UE
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EMAIL	mark@marksneddon.net
PORTFOLIO	www.marksneddon.net

Key skills

- Creating models and textures optimized for game engines
- High-Poly (Subdivision) Modelling
- Speciality in hard-surface materials
- Experience using current-generation shader technology
- Able to accurately follow reference material
- Able to critically analyse and deconstruct artwork
- Able to work well in a team environment
- Strong work ethic and cooperative attitude

Software Experience

- 3D Studio Max
- Photoshop
- ZBrush (Basic)
- Subversion (Version/Source Control)