

# Oliver Thurston

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Portfolio and Showreel: [oliverthurston.co.uk](http://oliverthurston.co.uk)

## PERSONAL SUMMARY

3D artist with a passion for hard surface modelling, virtual reality and seeing a project come together.

I have a strong technical and creative background and have worked across a large range of 2D and 3D software and hardware. I'm always willing to learn new software and use new hardware to expand my skill set.

I am career driven, with an emphasis on teamwork, communication and producing excellent content.

Creative in my own time as well as when working.

## CORE SKILLS

- 3D Studio Max (6 Yrs)
- Adobe Photoshop/Adobe Premiere (8 Yrs)
- Unreal Engine 4 – Materials (1.5 Yrs)
- Substance Designer and Painter (6 months)
- Developing for Virtual Reality (1.5 Yrs)

## ADDITIONAL SKILLS

- Ability to work both independently and as part of a team as I head up projects both by myself and with others.
- Excellent communicator.
- In-depth technical and commercial knowledge of all major virtual reality systems.
- Extremely knowledgeable of JIRA software and how it can be used to organise projects.
- Experience with game development pipelines.

## SKILL STATEMENT

- Extremely fast and precise modelling capabilities.
- Hard surface modelling is my specialty.
- Team player, using initiative, time-management and communication to accomplish goals and meet deadlines. Always willing to listen for ways to improve and expand. I regularly ask my team members and peers what I can do to improve or help them.
- Self-motivated as evidenced by my showreel work.

## PROFESSIONAL & INDUSTRY EXPERIENCE

### QA Lead - Testology May 2015 – Current

Organised tasks, tests, checked issues and liaised with clients to ensure my team tested a client's work thoroughly and professionally. I have worked across a diverse range of applications, websites and games with companies ranging from small two or three people operations to multinational companies.

### QA Tester - Testology Oct 2014 – April 2015

Destructively tested websites, applications and games across a wide variety of platforms, writing issues as they were found and providing feedback if requested.

## ACHIEVEMENTS

### Portsmouth University Gamejam 2017 – 3D Environment Artist:

Won Most Complete Game award.

### Portsmouth University Gamejam 2016 – 3D Environment Artist:

Won Best Overall Game, Peoples Choice and Most Complete Game awards.

### Portsmouth University Gamejam 2013 – 3D Artist:

Won Best Overall Game and Best Looking Game awards.

### Portsmouth University Slackline Society

Co-created one of England's first university Slackline Societies. Duties included managing day to day society business, promoting it at student events and organising socials.

## QUALIFICATIONS

- University of Portsmouth    Sep 2011 – July 2014    BSc Computer Animation  
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- Bath College                      Sep 2009 – July 2011    Advanced Diploma in Creative and Media  
Distinction, Distinction, Distinction Star

## ADDITIONAL INFORMATION

- Graphic Design, Advertisement, Art and Photography/Cinematography background developed at college.
- Have a large amount of experience with nearly every available platform for game development including Windows, OSX, Android, iOS, Xbox One and PS4.
- 3 Years of JIRA experience. Currently maintaining my own instance for personal project tracking.
- Have a working knowledge many other major project and issue tracking suites (Hansoft, Redmine, Mantis, GitLab etc).
- Very computer literate and a quick learner. Great working knowledge of a huge variety of software and hardware.

## INTERESTS

- Love of technology in general. A passion to know what is new and exciting across all areas of technology.
- I enjoy many creative outlets that include reading, writing, art and making games.
- Level creation: Source Engine for 8+ years.
- Learning new skills and software and continual learning through practice.
- Modelling from concept art.
- Speed modelling