

# ASHLEY ASLETT


GRADUATE 3D ARTIST

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## COVER

To whom it may concern,

I am looking to secure a position within the industry, something that has been a passion of mine, having worked towards this objective for the last four years whilst studying at De Montfort university.

Whilst at university, I worked on a wide range of projects, both realistic and stylized including characters, props and environments. Some of these involved working as part of a small team, all have involved working from industry briefs. My projects in the third year challenged and pushed me towards a higher level of quality and professionalism in my work, culminating in one of my assets, a world war one trench locomotive being used in a commercial video game: Days Of War by Driven Arts. My time at University has furnished me with all the skills required to produce game assets, I am able to produce concept art, from which I can then build 3D assets. I am experienced with 3DS Max, Zbrush, Substance Painter & Designer, Photoshop and Unreal Engine.

The Final Major Project, in the third year represented the culmination of my time at university and showcased everything I had learnt in one final piece, presented in Unreal Engine 4 as an interactive environment. I aimed to create something that pushed me both creatively and technically. To this end, I used many different workflows, techniques and software packages that are widely used within the industry, such as the use of decals, tiling materials and heavy use of blueprints. I am pleased with how these elements came together and worked in the final piece. I have enjoyed the process of learning these new skills and constant upskilling is something that I am passionate about; attending industry workshops and talks whenever possible.

Before coming to university, I began by retraining at Lincoln College where I completed an Art and Design Foundation diploma to distinction level. This training in traditional art has given me the ability to recognize proportion and perspective whilst making 3D assets. This has been particularly useful when creating both characters and environments as I am very keen on ensuring a high degree of accuracy in all my work. My background in traditional art also gave me important research and reference gathering skills that I have found highly transferable with university projects.

As a mature student at university, I have previously been employed by Lincolnshire Police in the Crime Management Bureau. Although this was not linked to my passion for games and game art, this job gave me many transferable skills that can be taken into the games industry. I am a very reliable and motivated individual who will give my all to a company. I have developed a high degree of professionalism and regularly needed to work with confidential and sensitive information. Deadlines and organization were a key part of my job and the skills developed here definitely helped during college and university assignments.

I believe that my attention to detail, fluency with industry software and processes and passion for video games, both playing and creating them will make me a valuable member to any team. I am keen to begin applying myself within the industry.

Thank you for your consideration.

Sincerely

Ashley Aslett

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## STATEMENT

GRADUATE 3D ARTIST WITH A PASSION FOR CREATING AND PLAYING VIDEO GAMES WITH A KEEN EYE FOR DETAIL AND ACCURACY. FULLY CONVERSANT WITH INDUSTRY STANDARD SOFTWARE PACKAGES, SUCH AS 3DS STUDIO MAX AND THE SUBSTANCE SUITE. PROVEN ABILITY TO CREATE AND WORK FROM CONCEPTS TO A FULLY REALIZED 3D ASSET IMPLEMENTED IN GAME ENGINE. LOOKING TO DEVELOP MY KNOWLEDGE AND EXPERTISE FURTHER WITHIN THE INDUSTRY AS PART OF TEAM OF CREATIVES. PREVIOUSLY EMPLOYED BY LINCOLNSHIRE POLICE BEFORE RETRAINING AT DE MONTFORT UNIVERSITY WITH TRANSFERABLE SKILLS.

## TECHNICAL SKILLS

### 3DS MAX

EXTENSIVE EXPERIENCE WITH LOW TO HIGH POLY MODELLING & UNWRAPPING

### PHOTOSHOP

EXTENSIVE EXPERIENCE PHOTO BASHING, CONCEPTING AND 2D ASSET WORK

### MARVELOUS

MODELLING OF CLOTHING FOR CHARACTERS AND CLOTH FOR ENVIRONMENTS

### ZBRUSH

EXPERIENCE WITH SCULPTING, MODELLING ORGANIC FORMS AND CHARACTER CREATION

### 3DCOAT

EXPERIENCE HAND PAINTING TEXTURES, SCULPTING AND RETOPOLOGIZING MODELS

### WORLDMACHINE

EXPERIENCE OF CREATING REALISTIC TERRAIN FOR MULTIPLE APPLICATIONS

### SUBSTANCE

EXTENSIVE EXPERIENCE OF DESIGNER, PAINTER MAKING MATERIALS AND TEXTURES

### TOPOGUN

EXTENSIVE EXPERIENCE WITH RETOPOLOGIZING MODELS

### BLENDER

EXPERIENCE OF LOW TO HIGH MODELLING, DECAL MACHINE AND RENDERING

### UNREAL ENGINE

EXPERIENCE CREATING INTERACTIVE ENVIRONMENTS, BLUEPRINTS AND LIGHTING

### UNITY

EXPERIENCE WITH CREATING ENVIRONMENTS AND SCENES

### MARMOSET

EXPERIENCE WITH PRESENTING WORK IN REAL TIME AND SCREENSHOTS

## 3D EXPERIENCE

### FREELANCER - DAYS OF WAR – DRIVEN ARTS

CREATED LOCOMOTIVE ASSET USED IN DAYS OF WAR BY DRIVEN ARTS.

JANUARY 19

### GAME JAMS – DE MONTFORT UNIVERSITY GAMES DEVELOPMENT SOCIETY

TAKING PART IN GAME DEVELOPMENT JAMS AS AN ENVIRONMENT AND PROP ARTIST IN SMALL WORKING TEAMS.

SEPTEMBER- 2015

JUNE- 2016

COMMUNICATING AND WORKING ALONGSIDE ARTISTS FROM DIFFERENT DISCIPLINES, PROGRAMMERS AND ANIMATORS.

## EDUCATION & AWARDS

### GAME ART DESIGN BA (HONS) - CREATIVE SKILLSET ACCREDITED

DE MONTFORT UNIVERSITY, LEICESTER  
GRADUATION JULY 2019

OCTOBER - 2016

JULY 2019

### ART & DESIGN FOUNDATION DIPLOMA BTEC LEVEL 3/4

LINCOLN ART COLLEGE, LINCOLN  
DISTINCTION

SEPTEMBER 2015

JUNE 2016

### STONEBOW MEDIA AWARD - EXCEPTIONAL CREATIVE ART STUDENT 2016

AWARDED BY LINCOLN COLLEGE

## REFERENCES

### HEATHER WILLIAMS

GAME ART PROGRAM LEADER  
DE MONTFORT UNIVERSITY  
HEATHER.WILLIAMS@DMU.AC.UK

### CRAIG MOONEY

GAME ART LECTURER  
DE MONTFORT UNIVERSITY  
CRAIG.MOONEY@DMU.AC.UK

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## SKILLS

### ORGANIZATION

FINE-TUNED SKILLS FOR TIME MANAGEMENT USED ACROSS A RANGE OF PROJECTS INCLUDING TEAM AND INDIVIDUAL WORK. ESPECIALLY EVIDENT IN LARGE SCALE FINAL MAJOR PROJECT. DEVELOPED WORK FLOWS FOR MEETING STRICT DEADLINES WITHIN MY ROLE AT THE POLICE.

### INTERPERSONAL

WORKED WITHIN TEAMS AND ACROSS MULTIPLE AGENCIES WITHIN PREVIOUS JOB ROLES. HELD ROLES WHERE I NEEDED EXCELLENT COMMUNICATION SKILLS BOTH ORAL AND WRITTEN WITH COLLEAGUES AND SERVICE USERS. WORKING WITH MEMBERS OF THE PUBLIC NEEDED HIGH LEVELS OF PROFESSIONALISM AND CONFLICT RESOLUTION STRATEGIES DURING MY TIME AT BOTH THE POLICE AND THAMES AMBULANCE SERVICE. WORKED ON GAME JAMS AND GROUP PROJECTS AT DE MONTFORT UNIVERSITY THAT SHOWCASE MY ABILITY TO WORK WELL AS A TEAM.

### LEADERSHIP

RESPONSIBILITY FOR LEADING AND TRAINING A TEAM OF EMPLOYEES DURING PREVIOUS ROLE ON THE WARRANTS DESK AT POLICE. USING INTERPERSONAL SKILLS AS WELL AS LEADERSHIP SKILLS TO ENSURE KNOWLEDGE IS PASSED ON AND PEOPLE WERE PROFICIENT IN THEIR ROLES.

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## EMPLOYMENT

### ADMINISTRATOR / THAMES AMBULANCE SERVICE (TEMPORARY SUMMER POSITION)

RESPONSIBLE FOR ORGANIZING AMBULANCE SERVICES. GOOD INTERPERSONAL SKILLS. ABILITY TO ALWAYS REMAIN PROFESSIONAL WHEN TALKING TO SERVICE USERS.

### CRIME MANAGEMENT BUREAU SUPPORT OFFICER / G4S/LINCOLNSHIRE POLICE

LONG TERM POSITION WITHIN THE CRIME MANAGEMENT TEAM. ACCURATE RECORDING OF CRIME TO NATIONAL CRIME RECORDING STANDARDS, CIRCULATION OF OFFENDERS FOR ARREST UNDER COURT WARRANTS. PROGRESSION THROUGH VARIOUS ROLES, TRAINING OF OTHERS WITHIN THE OFFICE. ABILITY TO EXECUTE AND MEET DEADLINES. ATTENTION TO DETAIL ESSENTIAL AS WORKING ON COMPLICATED PROCESSES WITH LEVEL OF RESPONSIBILITY FOR ACCURATELY COMPLETING TASKS. TIME MANAGEMENT DEVELOPED AS OFTEN WORKING ON TIME SENSITIVE INFORMATION. DEDICATED TO ROLE AND ALWAYS STRIVING TO FURTHER DEVELOP SKILLS WITH RELEVANT COURSES. WILLING TO BE FLEXIBLE AND WORK ACROSS OTHER PARTS OF THE ORGANIZATION. ATTENDING REGIONAL MEETINGS TO REPRESENT THE FORCE AND THE DEPARTMENT.

### TEMP WORKER / ADECCO RECRUITMENT AND OTHER AGENCIES

ABILITY TO QUICKLY FIT IN TO NEW TEAMS. WORKING WITHIN FAST PACED AND GOAL ORIENTATED ENVIRONMENTS. LEARNING NEW PROCESSES AND SYSTEMS QUICKLY AND FINDING EFFICIENT METHODS TO COMPLETE NEW JOBS. KNOWING WHEN TO USE INITIATIVE AND WHEN TO SEEK ADVICE. WORKING WELL WITHIN LARGE AND SMALL TEAMS.

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## INTERESTS & HOBBIES

AVID GAMER WITH AN INTEREST IN GAME JAMS AND GROUP PROJECTS WITH FRIENDS, STRONG INTEREST IN PHOTOGRAPHY AND HISTORY WITH A PASSION FOR REFERENCE GATHERING, STOCK PHOTOGRAPHY AND TRAVEL.