

Craig Collins

Environment, Vehicle, Weapon and prop Artist.

[Http://www.3dcraig.com](http://www.3dcraig.com) - online portfolio.

[Http://uk.linkedin.com/in/craigclns](http://uk.linkedin.com/in/craigclns)

Contact Info – Email: craig.clns@gmail.com

Skype - craigcollins22

Phone - 07534 548142

Summary

I am a 3D Artist working in the video games industry specializing in environment, weapon, vehicle and prop art. I have both full-time studio experience as well as freelance contract experience.

Professional Experience

Freelance 3d artist (2010-Present)

Worked on various game titles including Half Life :Alyx, Sid Meier Civilization: Beyond Earth/Rising Tide, Fear 3, Firefall, Mass Effect 3, Kinect Star Wars, Borderlands 2, Halo 4, and a few mobile/tablet games like Gangstar, Kings of the Realm, Engines of War, unreleased scifi Facebook strategy game and a Sony mobile game. Some come under NDA at the moment.

Free Radical Design

3D Level / Texture Artist (2003 -2008)

A medium sized developer near Nottingham. I created levels and props for 'Timesplitters Future Perfect'.

I created levels/props/vehicles for 'Haze'. I created weapons/props/vehicles for 'Battlefront 3' as well as fixing level bugs and creating LODs/Gibs for the vehicles and props. Created early mini game concepts for an untitled Wii game.

Warthog

3D Level / Texture Artist (2002-2003)

A large developer based near Manchester producing licensed and original PC/Console games. My role was to initially learn Maya, to build levels and props, and also learn Freehand to create level schematics and designs.

Using Photoshop for textures I then proceeded to build levels and props for the game. The game was the licensed property 'Harry Potter and the Philosopher's Stone'.

Rage Games

3D Level/Texture Artist (2000-2002)

A medium sized publisher/developer with a studio in Sheffield. Learned 3dsMax /Vue d Espirite then began to build the games outdoor and indoor levels in conjunction with the teams custom level tools. Using Photoshop my other main task was texturing over forty cars and all the levels to varying degrees. I also completed some minor work on the front-end and initial logo artwork. The game, Crash, was completed on time in 2002 for the Xbox.

Completed some modelling and texturing on a canned project called Battlerigs.

Team 17

3D Level/Texture Artist (1996 - 1998)

A medium sized developer based in Ossett. Used Lightwave and 3dstudio to build levels for a cute platform game for the Playstation 1 called 'P.i.G'. Combined with a custom level editor I designed and created levels. Photoshop was used to create textures for the varied levels.

Freelance Artist (1994 - 1996)

Provided 3d artwork (FMV, Hi-poly renders) for various companies. Various front covers for computer magazines (Amiga format, Amiga Shopper, ST format). Sold 3d animation tapes.

Completed flying logo animations for film company Mill Film. Created a small demo 3d animation for a CG childrens show. Lightwave and Deluxepaint was used to create the animations and renders as well as some video editing software.

Skills

- Zbrush modelling / sculpting.

- Isometric Realtime / Pre-rendered models.
- High-Poly Hard-Surface and Organic Modeling.
- Low-Poly and mid-poly modeling.
- Texturing (Photo-sourced / Hand-Painted / Procedural).
- Technical Modeling (LODs,Collisions,Proxy Meshes)
- Asset optimisation
- Photogrammetry

Software

- 3D Studio Max (Primary)
- Zbrush
- Adobe Photoshop
- Unreal 4
- Unity 5
- World Machine
- Xnormal
- Crazybump
- Substance Painter
- Substance ALchemist
- Marvelous Designer
- Maya (Basic)
- Realitycapture

Education

Normanton Freeston High School - 3 A' levels - 9 O' levels.

