



John Golding

I am a 3D Graphic Artist/Modeller with over 17 years of experience. Highly motivated with a professional approach and experience of all areas of planning, design and development . With an Honours Degree in Industrial Design I understand both technical and creative restraints and challenges and have experienced Game Development in both large and small organisations.

Currently I work for my own company, John Golding Design Ltd, providing graphics for various industries including TV, Games, Web and Advertising. I am always looking for a new challenges and contacts with companies after 4 years of working on a Freelance/Contract basis.

Areas of Expertise

- Efficient low and high polygon modelling
- Normal map, AO and light map generation
- Character modelling and skinning/binding.
- Animation rigging and set up.
- Knowledge of a wide range of modelling software
- Delivery of projects to tight deadlines
- Time management and planning/costing.
- Game development and pipeline.

Achievements

AAA Games Titles:

Extreme G3 (PS2 & GC), Crazy Taxi (GC conversion), Battlefield2:Modern Combat (PS2, XBOX & XBOX360) Harry Potter titles The Prisoner of Azkaban & The Deathly Hallows.

HD TV programmes for Channel 4, Discovery Channel and National Geographic Channel.

Software

3D Modelling software:

Autodesk 3DS Max
Autodesk Maya
Autodesk Mudbox

2D Graphics/Web Software:

Adobe Photoshop
Adobe Dreamweaver
Adobe Flash
Adobe Premiere

Also experience of wide range of propriety software and pipelines for multiple platforms.

Experience

John Golding Design Ltd. (Nov 2006 – Today)

Clients include Electronic Arts, Liquid Development Inc., Exient Ltd., Gamerholix Ltd., Six by Nine Ltd, Burrows Ltd., Antics Technologies Ltd., Gamerholix Ltd., Six by Nine Ltd, and Reelthing Animation Ltd. All involved project and time management as well as costing, invoicing and accounting.

Centroid Motion Capture Ltd. (May 2006 – October 2006)

Producing models, rigging and binding characters and building environments, whilst working remotely. Clients included Climax, Ninja Theory and Video/DVD production companies. Advised on implementation of version control systems and pipeline improvements. Initially this position was to lead to the creation of a new Centroid Studio in Leeds.

Electronics Arts (December 2003 – April 2006)

Worked as Lead and Senior Artist on variety of projects including the EyeToy minigame for the PS2 version of Harry Potter and the Prisoner of Azkaban, Catwoman and Pre-Production for various new projects. Also completed work on the console version of Battlefield2: Modern Combat for PS2, XBOX and went on to work on the environments for the highly successful XBOX360 version.

Acclaim Studios (July 1999 – November 2003)

Worked as Lead and Senior Artist on variety of Projects for PSX, GC and PS2. These included RC Revenge (PSX,PS2), `Arden Hawke` Concept (PS2), ExtremeG3 (PS2, GC), Crazy Taxi (GC conversion), Paris Dakar2 (PS2,GC), Summer Heat Beach Volleyball (PS2). Helped to develop Acclaim's PS2 Rendering Engine and file formats – used studiowide.

Wayward Design Ltd. (Jan 1999 – July 1999)

Worked as senior artist on B17II the Mighty Eighth WWII flight simulator for PC. Work included in-game flight crew character modelling, in-game ground objects and Hi-Res front-end renders

Psygnosis Ltd (July 1997 – Jan1999)

Worked as Lead Artist at the Stroud office of Psygnosis Ltd. Worked on 3rd person game - working title Special Forces. Undertook all general Lead duties – project planning/concepting, scheduling etc and also directed motion capture Shoot of SAS veteran Andy McNab. Project canned upon closure of studio.

Virtuality Entertainment Plc (Oct 1993 – Jun 1997)

Worked as Graphic Artist producing in-game graphics for a wide range of Virtual Reality projects and games. Clients and projects included Gremlin Interactive, Ford Motor Co., Nagoya City Council, Ghost Train, Clay Pigeon, Zero Hour.

Qualifications

Ba (Hons) Industrial Design 2:1

4 A levels – including Maths, Physics, Applied Engineering Graphics, General Studies

9 G.C.S.E (A-C) including Art, Technical Drawing, Maths, Physics, Chemistry, Technology

Personal Background

I was born in Sheffield in 1971 and obtained a Degree in Industrial Design at The University of Teesside. I now live in Fife with my wife and my interests include Motorsport, Hiking and Mountain Bike riding, Music, Films and Reading.

Contact Details

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References

Available on request

Portfolio of work available at www.JohnGolding.co.uk or on DVD on request



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