

# Matthew Allum: 3D Artist

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## Education

**University of Suffolk:** (Oct 2014-Current)

BA(Hons) Computer Games Design:

- ❖ I'm a graduate game design student proficient with Unity & C# scripting with industry level skill in 3DS Max.

### **3D Skills:**

- ❖ Can box model with/without the addition of splines. Can unwrap UVs efficiently understating the importance of budgets and where best to use them.
- ❖ Can create all the materials using a PBR workflow, Albedo, Roughness, Metallic, Normals, Opacity, Self-Illumination maps and AO maps.
- ❖ Can prepare all materials within Unity itself, using the correct shaders.
- ❖ Have built a range of spaceships, buildings and tile-able assets which have used at some point, multi-sub object materials and texture atlases.
- ❖ Can understand and create design documentation using correct terminology to share within a team of designers. I've produced many style guides for assignments which have allowed me to form structure to the work I'm creating. This is always done for 3D modelling when it comes to creating any asset from scratch.
- ❖ Can use 3D Sculpting software Mudbox and Zbrush for detailed organic modelling.
- ❖ Used Marmoset, V-Ray and Keyshot for professional looking Renders.
- ❖ Use BitMapToMaterial, part of the Substance Painter pack for high quality materials, plan to learn Substance soon.

### **Scripting:**

- ❖ Can effectively work on solo and group projects within Unity, Visual Studio and Unreal. I possess sufficient skill to be an adept coder. Coding upwards of 10 games so far.
- ❖ I always comment code accordingly and always make sure the code is laid out correctly as to be easily readable when it comes to problem-solving.
- ❖ Have worked in a professional coding environment were my code is peer reviewed to ensure it is not only functional but understandable.

### **Team Member:**

- ❖ Have been project manager on three projects. Both resulted in good successes. Very familiar with tracking software Jira/Trello for setting tasks within a sprint. Also, used online storage site Tortoise SVN and GitHub for hosting the game files.

**Suffolk New College:** (Sept 2011 – 13) (Grade: DDD)

LVL 3 Electrical and Electronic Engineering:

- ❖ This course gave me the basics and above for industry components and knowledge. We carried out a lot of theory based work (mathematics included to a high level) followed by the practical to assume the theory side is correct.

❖ **Farlingaye High School:** (Sept 2006 – 24th June 2011)

English (B) Maths (C) Science (B) ICT (A\*) Geography (B) Systems and Controls (C) P.E (B) Art (C)  
Employment History:

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## Employment History

**Conga:** (November 2016-March 2017) (Reference Available)

- ❖ Created a visualization of the U.K road network inside of the game engine Unity working alongside professional programmers and game designers who worked on Watch Dogs 2.

**WHSmith (Woodbridge):** (May 2011-Current) (Reference Available)

- ❖ I'm a shop Assistant on Saturdays and days I'm not at university.

**Sizewell Nuclear Power Station:** (7th Jan 2013-2 weeks)

- ❖ Completed a two-week Work Experience slot in partnership with Suffolk New College. I settled in well with the maintenance crews, many of whom were completing apprenticeships at the time.

**WireMek: (Rendlesham):** (July 2012-2014)

- ❖ WireMek produces and designs the manufacturer of electrical control panels.

**Cogent Technology:** (Summer Holidays 2011)

- ❖ Worked for the entire summer holiday working for a component manufacturer. Long days were populating PCB with varying components that could not be done by machine.
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## Leisure & Interest

**Computing:**

- ❖ Completed many PC builds and have an avid interest in Arduinos.

**Home Projects:**

- ❖ The main area I strive to constantly improve is my 3D modelling skill, always learning new workflows.

**Rockets:**

- ❖ Creating rockets has been a new hobby I've taken up. I've always been fascinated with past/present and future missile technology.

**Engineering:**

- ❖ I take pleasure in building and designing objects which are of use or need replacing. I've made my ball and mill to help with creating gunpowder for my rockets.

**Games Convention:**

- ❖ I always watch E3 and RTX every year for the upcoming gaming news. I also participated in 2015's Games Jam which involves a group of four creating a game in 48 hours. We as a group made a two-player game in which the players had to work together to get through puzzle based levels.

Visit [www.matthewallum.com](http://www.matthewallum.com) to get access to portfolio work which includes demos and video representations of my work.