

CV

Max Boughen - Senior/Lead Technical Artist

Introduction

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I am a senior/lead technical artist that works to create 3D artwork quickly whilst maintaining the quality and those details end user has come to expect. You will find I am passionate about being a part of industry leading artwork whilst being competent to understand and respect the hardware limitations.

Often I am the one that initiates the visual design, communicates well through a good technical understanding with both the engineers and designers, overcomes the hardware constraints with innovative solutions and always relied upon for the final artwork.

It is important to keep a clear objective of exactly what will make the most impact, guide and work with the skills of others for an efficiently produced result. I am known for my speed, ability, positive attitude and eye for aesthetics.

Education

Education

2002-2005

Swansea Metropolitan University

Course: Bsc. (Hons) First

in 3D Computer Animation

Subjects Studied: Modelling, Texturing, Mel Scripting, Dynamics, Key Frame Animation, Compositing.

1995-2002

The Sandon School

4 A2 A Level's: Graphic Design (B), Physics (D), Information Technology (C), General Studies (C)

1 AS A Level: Art (A)

9 GCSE's: English (B:B), Science (A:A), Maths (A), French (C), Electronics (A), Drama (A), Art (A)

Career History

Career History

2005-Current: 6 AAA Titles

Electronic Arts - Modelling, Texturing, Technical Artist, VFX, Design, Graphics Design, Illustration, Physics Animation, Integration and Outsource Management.

Currently Unannounced - Maxis-style Sim game

Lead Environment Artist / Technical Artist

Prototyping visual style, pipeline and tool development.

July 15 - Harry Potter and the Deathly Hallows 2 (Wii, X360, PS3, DS, PC)

Lead Environment Artist / Technical Artist

Level creation, visual design, collision and navigation, level integration, animation, tool creation and support.

Worked directly with outsourcers, managing with content creation guides and critique.

Game was produced in 5 months start to finish, an accomplishment considering the amount of content.

Reviews for graphics were very positive. Performance analysis GPAD and PIX.

November 10 - Harry Potter and the Deathly Hallows 1 (Wii, X360, PS3, DS, PC)

(bad game but it looked great!)

Snr Environment Artist / Technical Artist

Level creation, visual design, collision and navigation, level integration, animation, tool creation and support.

Worked directly with outsourcers, managing with content creation guides and critique.

Performance analysis GPAD and PIX.

Nov 09 - Completed two personal websites www.maxtextures.com and www.tabletwallpapers.com .

Sites contain a library of textures (600+) and desktop wallpapers. 99% of content is photographed for the specific purpose of these sites.

Max Boughen - Senior/Lead Technical Artist (continued)

Career History (continued)

July 09 - Harry Potter and the Half Blood Prince (Wii, PS2, X360, PS3, DS, PC)

Environment Artist / Technical Artist

Level creation, visual design, collision and navigation, level integration, animation, tool creation and support. Worked from high level blueprints to replicate film set. Also designed locations with sign off from Warner Bros.

June 07 - Harry Potter and the Order of the Phoenix (Wii, PS2, X360, PS3, DS, PC)

Environment Artist / Technical Artist

Level creation, visual design, collision and navigation, level integration, animation, tool creation and support. Worked directly with outsourcers, managing with content creation guides and critique.

October 06 - Battlefield 2142 (PC, MAC)

Jr Environment Artist.

Created trees and explosion decals.

2002-2005 - Freelance contractor offering 3D asset creation.

(projects include)

C & A Building Plastics Ltd - Generating 3D product illustrations.

Active Exhibitions Ltd - Generating 3D exhibition stand concept illustrations and animations.

ECO Office Products - Product design and 3D conceptual illustrations and animations.

Diamond Press Limited - Produce 3D product illustrations.

2001-2002

The Bell, Danbury - Waiter and kitchen assistant.

Key Skills

Key Skills

Making and designing world art with texturing and modelling

Maya, Shake, Photoshop, Illustrator, InDesign, Quark, Flash,

Final Cut Pro, After Effects, Premier, Microsoft Office, GPAD and Pix, Crazy Bump, Mudbox.

.... and generally a very fast learner on other software.

Good knowledge of MEL and Python. My tools are known for their usability and water tight operation.

Good understanding of Mental Ray, Render Passes and Compositing.

Misc Info

Misc Info

Will be pleased to provide a references on request.

Date of Birth: 25th April 1984

Driving License: Full, clean.

Marital Status: Single.

Interests

Interests currently include anything concerning the world of CG, Badminton, Squash, Drumming and a keen interest in music, especially modern jazz/funk influenced music.