



Max Boughen  
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## CV

A 3D technical artist who works to achieve a high level of design and aesthetics. Reliable and passionate about producing the highest quality output whilst keeping the speed of production as fast as possible. Able to work alone or as a team member with prominent skills in texturing, environment modeling, Maya's Mel scripting, lighting, rendering and shake postproduction.

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:  
 9 GCSE's:

Art (A)  
 English (B:B), Science (A:A), Maths (A),  
 French (C), Electronics (A), Drama (A), Art (A)

2005-Current

Electronic Arts - Modelling, UV mapping, Texturing, VFX and Technical Artist.

October 06 - Battlefield 2142 (PC, MAC)  
 Environment Artist.

Created trees and explosion decals.

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

Created environment locations from blue prints and supported world team tools. Maintained kernal input data and authored collision/navigation meshes. Managed approximately 40 outsourced props.

Unreleased (but completed) - Harry Potter and the Half Blood Prince (Wii, PS2, X360, PS3, DS, PC)  
 Environment Artist / Technical Artist

Created environment locations, some from personal design some from blue prints. Hogwarts locations that I designed and built were signed of 1st Pass with JKRowling. Supported and improved greatly on world team tools. Maintained kernal input data and authored collision/navigation meshes.

**EXPERIENCE**

2002-2005

- 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.

**COMPUTER SKILLS**

PC or Macintosh using Maya, Shake, Photoshop, Illustrator, InDesign, Quark, Flash, Final Cut Pro, After Effects, Premier, Microsoft Office and a very fast learner on other software.

Good knowledge of MEL scripting language, basic knowledge of Python script.  
Good understanding of Mental Ray, Render Passes and Compositing.

Prefer use of Wacom tablet over mouse.

**PERSONAL**

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 jazz influenced modern music.

**REFEREES**

Will be pleased to provide a references on request.