



MARK POCOCK

TECHNICAL ARTIST

I am a creative, meticulous and self-motivated games professional. I am proficient in core 3D and 2D industry-standard packages and video-editing software, and through my growing expertise in Unity3D I have broadened into C# where I support with development, tool building and visual effects.

Qualifications

- 2016 — Bournville College - Future Managers Programme training
- 2014 — Warwick University - Diploma in Teaching in the Lifelong Learning Sector (DTLLS)
- 2013 — Henley College Coventry - Level 3 Award in Leadership and Management
- 2011 — De Montfort University - BA Game Art (2:1 Hons)
- 2007 — City College Coventry - National Diploma in Games Development (DDM)



07972 611763



markpocock@gmail.com



www.markpocock-gameart.co.uk

WHO AM I?

I am a passionate individual who lives and breathes games development in all its forms.

I thrive off creative challenges and believe when a piece of game art is created, it must tell a story and it is this narrative that has always been the guiding principle of all my work.

I love solving a problem no matter how big or small.

I forever push my own boundaries.

WHY HIRE ME?

I have a real fondness for creating tools that simplify complex processes and my artistic background helps keep them user friendly and purposeful.

I think laterally and logically about the integration of assets I am producing in order to create a flexible and scalable workflow that others can take full advantage of.

I think outside of the box, often offering perspectives that others have not explored.

ANY HOBBIES?

- Asset Development
- Gaming and Visual Media
- Life Drawing
- Mastering New Skills

Employment



Lead Artist / Senior Technical Artist

May 2014 - Present

As Technical Artist, I utilise my high level of problem-solving ability and technical skills to apply complex processes in achieving creative solutions, such as tool building or producing realistic effects for high-profile simulation platforms and AR/VR products.

As Lead Artist, I am skilled at creating game-ready 3D environments, making use of PBR and modular workflows through Substance Designer and Painter. I confidently support and direct the art team, foster strong working relationships with key stakeholders and clients, and have represented the company internationally.



Senior Lecturer in Art and Design (Games Design)

Jan 2011 - May 2014

I designed, planned and implemented a robust and effective scheme of work for Games Design, teaching the key principles of 3D and 2D design, including 3D Studio Max, Photoshop and Unity3D.



Games Artist (2D/3D)

Sept 2007 - July 2010

I created environments and a variety of props for several released titles. I produced half of the contestants in a quiz game. As sole creator of the artwork, I shaped the design of a game in the 'I Did It Mum' series.

Skillset

