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Barnsley, South Yorkshire

DANIEL FIRTH

3D ART AND ANIMATION LECTURER

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TECHNICAL SKILLS

Environment art | Hard-Surface Modelling | Game Design | Level Design | Agile Management & Scrum | Animation | Lighting and Rendering | 3D texturing | Creative problem-solving

PERSONAL PROFILE

Creative, driven and optimistic individual with exceptional communication skills and a strong passion for teaching and learning. Highly motivated and talented 3D artist and game designer who is technically competent and eager to learn and use new and evolving software. Proven leadership qualities and a grounded team worker with excellent organization who thrives in a team environment. A love for video games and the video game industry. Committed lecturer with a high level of understanding of the agile and scrum methodologies, project management and an immense commitment in self-development and learning.

SOFTWARE KNOWLEDGE

- 3DS Max
- Substance Painter
- Unreal Engine
- Unity 3D
- Adobe Photoshop
- Adobe Premier Pro
- Adobe After effects
- Adobe Illustrator
- Agile Management Tools
- Maya
- Microsoft office applications
- Trello, Jira, Scrumwise and Slack

EXPERIENCE

3D Art and Animation Lecturer – Barnsley College

April 2021 – Present

Game Design Teacher – Barnsley College

September 2020 – April 2021

EDUCATION

Prince2 Agile Foundation and Practitioner Certifications

December 2022 – In progress

MA Animation and Digital Effects- Sheffield Hallam University

September 2019 – September 2020

Grade: Distinction

BSc Game Design production – Salford University School of Arts

September 2016 – July 2019

Grade: First Class Honors

PROFESSIONAL AND SPECIALIST SKILLS

- Advanced working knowledge of industry standard 3D applications such as 3DS Max, Substance painter and various other Auto desk and Adobe applications.
- Passionate lecturer with experience teaching at further and higher education levels across level 2, 3 and 4 programs.
- Strong curriculum development and project management skills working with agile and scrum management software such as Trello, Jira, Scrumwise and Slack.
- Experience creating hard surface and organic high-quality assets using industry standard workflows and software, optimised for video games or visualization development.
- Experience using Unreal Engine and other real-time render and game engines to create games and high-quality level environments.
- Strong understanding of graphics and animation with competencies in rigging, skinning, and animating character models.

HOBBIES AND INTERESTS

Fitness, running, hiking, and working out regularly | Art and portfolio development | Cooking and food photography | Cinema, movies and media | Video games and narrative driven experiences.

REFERENCES AVAILABLE UPON REQUEST