

Personal

Name: Simon Peter Burford

D.o.B: 14th of July, 1989

Location: Smithfield Plains, South Australia

Contact: 0468 543 991
08 7127 3305
www.simonburford.com

Education

March 2010 – May 2010 (HETA Incorporated)
Certificate IV in Small Business Management

- Developed a comprehensive business plan with a colleague that included in-depth market research, financial planning and legal topics.

January 2007 – November 2008 (TafeSA)
Advanced Diploma of Screen (Game Art)

- Lead position on several team-based projects, designating tasks, asset creation, documentation, and delivering presentations.
- Taught fellow students how to use the Source Engine and troubleshoot any technical difficulties they encountered
- Taught fellow students industry standard techniques such as ambient occlusion and normal map baking
- Credit+ average

Skills

- Strong written and verbal skills
- Friendly, reliable and hard-working individual
- Able to work well in a team-based environment as well as self-managing myself to see a project through to the final stages
- Creation of high and low polygon models
- Creation of diffuse, specular and normal maps
- Hand-painting textures as well as photo-sourcing methods
- Understanding and use of modular assets

Software

- | | | |
|-----------------|--------------------------|----------------------------|
| ▪ 3D Studio Max | ▪ Photoshop | ▪ Source Engine |
| ▪ Maya | ▪ Illustrator | ▪ Unreal Engine 3 (Basics) |
| ▪ Zbrush | ▪ After Effects (Basics) | ▪ Unity 3D |
| | ▪ CSS/HTML (Moderate) | |

Professional Experience

May 2010 – Present

Co-founder, Evil Genius

October 2009 – December 2009 (7 week contract)

3D Artist, Holopoint Interactive

During my time at Holopoint I was part of a two-man team that developed a small section of Adelaide into a virtual walkthrough. My responsibilities included blocking the layout of the city out, high and low poly modelling of detailed architecture and texturing.

While there I also developed a simulation for the ARG (Australian Railroad Group) which included track lofting, terrain sculpting, vertex painting and object placement.

Amateur Experience

January 2007 – November 2008

Co-leader & 3D Artist, The Cult

The Cult is a project that a fellow student and I developed from concept phase through to a playable demo as part of the game art course we studied.

Personally, I was responsible for leadership tasks, game design documentation, level design, basic scripting and creating art assets for use in the demo.

We demoed the final product at AVCon '08 as part of the indie games room.

June 2006 – October 2007

Level Designer & 3D Artist, Insurgency

Insurgency is an award winning modern infantry combat simulation game based on the Source Engine.

As part of the team I was responsible for designing and creating my own levels. Other tasks included creating new art assets for other team members to use in their level designs.