

## Personal

**Name:** Simon Peter Burford

**Born:** 14<sup>th</sup> of July, 1989

**Location:** Smithfield Plains, South Australia

**Contact:** 0451 306 472  
08 7127 3305  
www.simonburford.com

## Education

### HETA Incorporated (March 2010 – May 2010)

#### 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.

### TafeSA (January 2007 – November 2008)

#### 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, passionate, 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
- Maya
- Zbrush
- Photoshop
- Illustrator
- After Effects (Basics)

- Source Engine
- Unreal Engine 3
- Unity 3D

## Professional Experience

### Partner, Evil Genius

May 2010 – Present

### 3D Artist, Holopoint Interactive

October 2009 – December 2009 (7 week contract)

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

### Co-leader & 3D Artist, The Cult

January 2007 – November 2008

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.

### Level Designer & 3D Artist, Insurgency

June 2006 – October 2007

Insurgency is an award winning modern infantry combat simulation game based on the Source Engine which I collaborated on over the internet with 20+ individuals from around the world.

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

## References

- Mark Wilson, Course Co-ordinator, TafeSA

Contact details upon request.

- Ben Kilsby, CEO, Holopoint Interactive

Contact details upon request.