

Dom Ireland

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Objectives

To gain further experience in the process of game development, contribute towards the creation of high-quality games and continue following my lifelong goal of working within an industry I have such a passion for.

Skills

- Industry experience in development using 3D Studio Max, Maya, ZBrush, Mudbox and Photoshop.
- Game art and design graduate.
- Excellent written and verbal communication skills.
- A lifetime of experience playing games of every generation and genre.
- Ability to design creative and imaginative concepts.
- Extremely friendly and sociable personality.

Career History

2003 - present | Alpha & Beta Tester

Multiple titles – for companies such as Blizzard Entertainment, Electronic Arts, NC Soft, Sony Online Entertainment and Turbine among others.

2007 - 2009 | UI Artist & Consultant

Marble Hill Projects – created and supervised interface design for startup software developer, working closely with Lead Programmer.

2005 - 2006 | Admin & Data Entry Clerk

Barclays Bank – filed account reports, responded to external enquiries and trained others as part of a close-knit team.

2003 - 2004 | 3D Character Artist

Badlands Games – one year internship for the creators of *Chimera*, official expansion for Bungie Software's *Myth II: Soulblighter*. Liaised with concept artist to create 3D characters and rig them to strict game engine specifications.

Education

2005 | Bachelor of Arts in Creative Visualisation – University of Teesside

- Comprising courses on art and game design, especially lectures by noted consultant and game design guru Ernest Adams. Became a member of the Game Design Society, as well as the *Heroes* project; a student game development studio.

2000-2001 | B.Sc. in Software Engineering – University of Birmingham

- Completed first year of C++ programming and scripting degree before transferring to Teesside.