

Rhys Davies

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Freelance Clients

Arawak Designs (UK), Paramount Pictures (UK), Jumbuck Entertainment (AUS), Kukan Studio (AUS), Beetroot Publishing (UK), Gymbaroo (AUS), Pixel Estates (AUS), LarvaLabs (UK), Multimedia Innovations (NORWAY), Booz & Company (Abu Dhabi)

Industry Employment

- 2010-Present **2moro mobile**, Adelaide, SA *Lead Artist, UI Designer*
Working full-time for 10 months on various projects, including several games in development. One released game (Cristiano Ronaldo Penalty! For iPhone). Assisted in putting together presentations and company documents. Worked on many concepts and UI designs for iOS Apps. Currently working 2 days a week part-time.
- 2006 – 2007 **Kukan Studio**, Adelaide, SA *Lead Artist, Concept Artist, Game Artist*
Worked part-time for Kukan Studio on various projects including a commercial game, Worms Crazy Golf. Also worked closely with development team creating interface graphics and arcade graphics for an application called PODMO. The application allows the user to search specific events for event information etc.
- 2005 **Jumbuck Entertainment**, Melbourne, VIC *Junior Artist*
Worked full-time in Melbourne for Jumbuck Entertainment on a major title (Jumbuck Island – Sprint) for 4 months. Duties included creating concept art and discussing ideas with the development team. Creating allbackground art for the game and making sure tile sets were limited to conserve memory for it to work on all phones.
- 2004 **Jumbuck Entertainment**, Melbourne, VIC *Contract Artist*
Lead artist for the original Jumbuck Island which was in an isometric style. Duties included researching each themed area, conversing with the development team trading different ideas about the game, and meeting with the development team on a business trip to Melbourne. Total development time was around 3 months.
- 2003 **Arawak Designs/Paramount Pictures**, London *Contract Artist*
Lead development artist for Brighton Comedy Festival themed flash based game. Created all artwork including background tile sets, characters (including animation) and various level objects. Communicated via e-mail, phone and MSN. Total development time was around 3 months full-time.

Education

- 2008-2009 **TAFE, SA**
I have recently completed an Advanced Diploma of Screen (Specialising in Game Art) Subjects include 3D modelling, animation and conceptualising.
- 2003-2005 **University of South Australia, SA**
Bachelor of Arts: Specialisation in New Media is a three-year degree in multimedia and interactive design. Subjects completed include: 2D animation (flash based), Film Studies, Desktop Publishing and Video Production.

Skills

Typing Speed (WPM): 60+, Efficient in all aspects of Word Processing

3D Work: Autodesk Maya [3 yrs], Crazybump [1 yr], UDK [2 yrs], CoD Radiant [3 yrs], 3DS Max [1 yr]

Compositing: Adobe Photoshop (All versions) [7+ yrs], Macromedia Flash/Director [2 yrs], Macromedia Dreamweaver (web development) 6 yrs], Adobe Premiere (Video Editing) [4 yrs]

Drawing: I draw most of my game-based 2D art using MSPaint [6 yrs], I also use Adobe Photoshop (All versions) [7+ yrs]

Developing: Multimedia Fusion (Similar to flash) [6 yrs], Macromedia Flash/Director [3 yrs]

Op Systems: Windows (All versions) [9+ yrs], Mac OSX [1 yr]

Interests

Music – I currently play Bass in a band that plays regular shows around Adelaide

Video Games – I enjoy playing them in my time off and with friends.

Art – I enjoy creating artwork in my spare time to increase my skill set and for enjoyment.

Referees

Mark Wilson

Course Coordinator – Game Art – TAFE SA, Tea Tree Gully

Phone: 0408 807 250

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Thomas Walker

Lecturer – Game Art – TAFE SA, Tea Tree Gully

Phone: 0422 923 748

E-Mail: Thomas.Walker@tafesa.edu.au

Previous employment referees can be provided upon request. I am willing to relocate for employment.