

Ian Jarvis

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(more information available on request)

I recently graduated with a BA (HONS) degree in Animation from Ravensbourne College. Prior to studying I was in full time employment and gained experience working in the design industry. I am interested in all aspects of digital art with my specialisms being 3D modelling and texturing. My aim is to become a character modeller for games or film.

Good Knowledge of:

Photoshop (very proficient)
Cinema 4D (proficient in modelling and texturing, familiar with majority of the package)
Bodypaint (proficient in UV unwrapping and familiar with toolset)
Mudbox (very proficient)
After Effects (fairly proficient, having used the software to composite several projects)

Basic Knowledge of:

Maya (familiarity with general toolset and polygon modelling)
Illustrator (familiar with basic toolset)

EDUCATION

Ravensbourne College, Chislehurst, Kent. Sept. 04 – July 2007

BA (HONS) Animation, classification 2:1

- Low-poly modelling and texturing
- Visual Storytelling
- Life Drawing

Great Cornard Upper School, Sudbury, Suffolk. Sept. 95 – June 2000

A Level Art – C, Design & Technology – D

GCSE Science (BB), Maths (B), English (C), Art (B), Technology (C), IT GNVQ (Pass)

EMPLOYMENT

Pushbutton Creative, Haverhill, Suffolk. May. 02 – July 2002

Junior Photoshop Artist. Freelance.

Produced a large number of graphics for an instructional video, using Photoshop.

Ward Design, Sudbury, Suffolk. Dec. 00 – Feb. 2002

Studio Worker.

Duties included being in charge of making vinyl posters, printing posters using a large format inkjet printer, as well as helping out with other tasks in the studio. Gained insight into how a small design studio operates, as well as experience with Quark Express, Photoshop, and Illustrator.

INTERESTS

I have a keen interest in film; I am a great admirer of directors such as Michael Mann, James Cameron and David Fincher.

Since the days of the ZX spectrum I've enjoyed playing computer games especially classic adventure games such as Day of the Tentacle and first person shooters like Halo and Half Life.

I listen to a variety of music, particularly C86 influenced bands and film scores, with favourite composers of mine being Jerry Goldsmith and Bernard Herrmann.

I enjoy television and radio comedy, I am a great fan of Chris Morris as well as Armando Iannucci and Lee & Herring.

REFERENCES

Available on request