

# Curriculum Vitae

## PERSONAL PROFILE

**Name:** Glenn Edwin Donaldson  
**Nationality:** British/South African  
**Sex:** Male  
**Date of Birth:** 9th January 1985

## PERSONAL ATTRIBUTES

I am a talented professional and enthusiastic 3D artist who loves making video games. I came to the UK from South Africa when I was 20 to pursue an education and career in digital arts. I've worked my way into the video game industry through a BA Hons (Design For Interactive Media) and 3 years in the marketing and design industry. Following my passion for game art, I now have more than 4 full years experience in the video games industry working for Neon Play making some very prominent mobile titles.

## EMPLOYMENT

**Job Title :** Artist  
**Company :** Neon Play  
**Date of employment :** June 2010 - present

Working on more than 20 mobile games in the past 3 years and getting more than 40 million downloads has been a great achievement and a great challenge. I have been at Neon Play since its inception when there were only 4 of us and helped it to grow to the 25 strong team it is now. I love being part of a strong team and helping the team to create great art and ultimately great games. In my current role I create models, textures, vfx and camera animations.

**Job Title :** 3D Designer  
**Company :** TDA  
**Date of employment :** May 2007 – June 2010

3 Years experience in 3D art and design in the marketing and design industry. I was the company's sole 3D Designer and was in charge of meeting all its 3D needs. As such I have handled modelling, texturing, lighting, animation and rendering in a creative corporate environment. Our clients included The Co-operative, Guide Dogs for the Blind Association, MBNA, SMTS training group, Karndean Flooring. This involved making the 3D aspects of a health & safety CD for BP (British Petroleum), and an interactive house for Karndean Flooring.

## PROFICIENT IN SOFTWARE PACKAGES:

Adobe Photoshop  
Autodesk Maya  
Zbrush  
Xnormal  
Unity3D

Experience with: UE4, Substance Designer, Cryengine 3, 3Dsmax, Mudbox, DDO, Cinema4D.

## **EDUCATION / QUALIFICATIONS**

**University of Gloucestershire** – June 2005 – July 2008  
**BA Hons Degree** – Design for Interactive Media – 2.1 Pass

**University Of Kwa Zulu-Natal** – 2004 – 2005  
**Computer Science Bachelor Of Science 1<sup>st</sup> Year**

## **SECONDARY EDUCATION**

Glenwood High School, Kwa-Zulu Natal – 1998 – 2002  
Matric Senior Certificate Exemption with Distinction (Academic Colours)

## **PERSONAL INTERESTS**

I enjoy music and occasionally play live gigs in my free time. From a young age I've always enjoyed traditional art and drawing and I'm a keen gamer and love to play the latest video games. I am a member of 3D art online forums such as [polycount.com](http://polycount.com) where I try to stay aware of the latest developments and get involved in the game art community. I am a Christian and I like to help with music at church sometimes.