

## about

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## industry employment overview (please see next page for detailed accounts on these positions)

- 1 : 3D artist : Wagstaffs Design 3D, Charlotte Street, London (June'08 – Present).
- 2 : 3D visualiser/CAD designer : Wooden Heart of Weybridge (WHW), Weybridge (June '06 – June '08).
- 3 : CAD designer : Howdens Joinery, Merton (Sept '05 - June '06).
- 4 : Designer/sales : Emperor Furniture, Battersea (March '04 - Sept '04).

## software & skills

I have a vast 3D skill-set that includes; poly/mesh modelling, camera & lighting setups (Vray & Mental Ray), camera matching, network rendering, QTVR panoramas & object 360°, 3ds Max plug-ins & scripts, texture mapping, shader & material creating/editing, and reactor animating & particle systems. I am extremely computer literate and very adaptable to new software. I have experience in the following packages:

Highly proficient :	3ds Max (Vray & Mental Ray), Backburner & distributed rendering, Vray Scatter, Photoshop & Illustrator, Autocad, RealViz Stitcher, Solidworks, Pro-Engineer/Design, Vectorworks, MS Office.
Understanding of :	Google Sketchup, Adobe Premiere, After Effects, Flash, Dreamweaver, Alias Studioworks.

## education

In June of 2008 I attained Distinction level at the University of the Arts, London, where I was studying 3D Modelling & Animation. This course was very demanding and I had to be extremely disciplined in my work efforts, especially as I was also employed at the same time. I thoroughly enjoyed the programme and massively benefited from it. Additional to this I also attended traditional animation and life drawing.

I am a graduate of Brunel University, where I studied a degree in Industrial Design. Previous to that I achieved Distinction level in Foundation Art & Design at the Surrey Institute of Art & Design.

Diploma :	3D Modelling & Animation, University of the Arts, London (2008).
Award :	Short course in Digital Production, University of the Arts, London (2007).
Degree :	BA Honours Industrial Design & Technology, Brunel University (2005).
Diploma :	Foundation Art & Design, Surrey Institute of Art & Design (2001).
A-Level :	Design Technology, Information Technology, Business Studies (2000).
GCSE :	9 A* - C's (1998).

## character & interests

I am pro-active, having worked with 3ds Max around my current job and previous courses. Having nothing to do wouldn't feel right! I would consider myself to be a friendly, humorous character even under pressure. It is something I have learnt to deal with right through from University, up to my current job. I believe it can raise your 'game'.

I have recently taken an interest in Augmented Reality and have been pushing to do some more research into this at Wagstaffs Design. The idea of interactive 3D is one that really interests me and I see a big future in it. I enjoy keeping up to date with not only the 3D industry, but design as a whole. Some of my favourite and recently visited exhibitions include the Tate Modern, the Pompidou Centre in Paris and the Design Museum. I read 3D world magazine cover to cover, and check regular news bulletins via Design Week.

I am a fan of 3D used in music video, film and advertising. This 3D can go unnoticed to the untrained eye such is the photorealistic qualities achieved. I do though believe that sometimes 3D is overused, and it is possible that real world photography sometimes gives better results. It's all about getting the right balance.

I have always been an excellent team player, and have been described as an extremely productive member of Wooden Heart. Team play is also reflected in my representation for Chessington & Kingston at Volleyball, and appearances for Brunel FC. Currently I play Sunday league for Surrey Wanderers FC, have a keen interest in motor-sports (although not so much the 2009 season), and enjoy the occasional game of tennis.

## industry employment

### 1 : 3D artist : Wagstaffs Design 3D, Charlotte Street, London (June'08 – Present).

I am currently working in London for a 3D visualisation company called Wagstaffs Design 3D. Here as a 3D artist it is my responsibility to create accurate, stunning visuals and camera matches, and to contribute on animations of some of the country's biggest developments.

It was a steep learning curve but I now possess many essential skills and techniques that I will use for the rest of my 3D career. I am capable of managing my own projects, collaborating as part of a team, meeting strict deadlines and having to be flexible to meet these.

A typical project would include constant communication with the client/Architect, understanding the CAD files and optimizing these for use in 3D. Then initial modelling and camera creation would take place, followed by lighting, texturing and post production techniques in Photoshop. Every care would be taken to allow for alterations throughout the project.

### 2 : 3D visualiser/CAD designer : Wooden Heart of Weybridge (WHW), Weybridge (June '06 – June '08).

I have worked as a 3D visualiser and designer for a 'top-end' kitchen retailer. My main role was to produce high quality 3D visuals of prospective kitchens. Every kitchen company gave their customers visuals, but we put a lot of time and effort into each and every visual, so as to create the most detailed and accurate image of what the kitchen would eventually look like.

The software package we used was fairly limited, and so often I went about ways, in post, of improving the quality of each visual. I am adamant that while the average customer couldn't have picked out such details, it gave the visuals a certain excellence that was quietly appreciated.

### 3 : CAD designer : Howdens Joinery, Merton (Sept '05 - June '06).

I was employed with Howdens as a kitchen & bedroom CAD designer. Plans and 3D visuals were created for layout purposes and to help 'push' each sale. I had complete responsibility over the sales process from the initial on-site survey, the design, and finally the release of the kitchen/bedroom.

### 4 : Designer/sales : Emperor Furniture, Battersea (March '04 - Sept '04).

At Emperor I was responsible for every design aspect of the business; The brand. I designed and maintained the company's website, redesigned the logo & stationery. It was also my job to create and submit adverts for magazines. I had a lot of input into the business' stands at the major exhibitions (including the Chelsea flower show). Working for a smaller company such as Emperor has given me a firm understanding of business, and allowed me a lot of creative freedom.

Referees are available on request.