



Alex Bloor

Determined and Creative

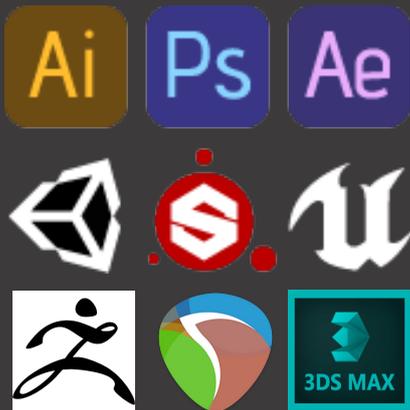
Profile

A Games Designer and 3D Artist at the University of Gloucestershire with a background in Information Technology. A great interest in the visual arts from traditional sketching to 3D sculpting. Self-taught Z-brush over the past year with every project aiming for feedback and improvement, towards a greater goal of becoming an experienced and respected artist.

Software

Working knowledge

- Adobe Photoshop
- 3DS Max
- Zbrush
- Reaper
- Substance Painter
- Unreal
- Unity
- Adobe After Effects
- Adobe Illustrator



Contact

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Experience

GDC 2018 was a brilliant and rewarding event. A great chance to meet different people of divergent levels of experience within the industry. Experts ensured for a greater understanding of separate fields, including Animation (2D and 3D), Games Audio, Pixel Art, Level Design, etc. Furthermore, networking and creating contacts across multiple continents.

Games Jam 2017 (University of Gloucestershire) is a thirty-eight-hour games creation competition. Experiencing pressure under small time constraints, learning to work with friends and strangers. Coming seventh with sixteen teams ranging from first year to third year students.

Employment History

- June to September 2016 and 2017
Summer Sales Assistant, Clarks - Working for two summer breaks in a busy town center shoe shop, mainly dealing with small children and conscientious parents. Identifying customer frustrations and needs, then communicating their wants across to the appropriate products, while expanding upon customer requirements in a high pressure environment.
- June to July 2016
Volunteer Sales Associate, Oxfam - Promoting and selling a range of books demonstrating thorough knowledge of products to ensure the sale meets the customer's needs. Helping older volunteers with computer systems; including printers, sticker creation and label makers.

Hobbies

Fencing is a great sport that requires speed, dedication, patience and accuracy. Coming second in a friendly tournament between experienced fencers of up to fifteen years.

Dungeons and Dragons is a Tabletop RPG inspiring creativity, immersive level design, communication and Teamwork.

The Chief Scout Gold Award was awarded for long term involvement with the movement and completed many rigorous challenges.

Sailing for several years with the St. Georges School sailing club. sailing in multiple types of boats, sailing in all forms of weather and in lakes, marshes and at sea.

Education

2016 - 2020: University of Gloucestershire, Cheltenham (BSc) Game Design Modules; Games Production, 2D Animation, Creative Skills, 3D Modelling, Audio, 3D Animation, Level Design and User Interactions

2014 - 2016: College of Bedfordshire, Dunstable (Triple Distinction BTEC Extended Diploma) Information Technology Modules; Programming, Networking, PC Hardware, HTML and Games Development

2009 - 2014: St. Georges Academy, Harpenden (7 GCSE's *A-C) Modules; English, Maths, ICT, Graphic Design and Art