



# Richard Stokes



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References available  
upon request

## Profile:

I am a Real-Time VFX artist dedicated to creatively developing myself into a visual effects rockstar by creating attention-grabbing visuals and injecting unique flair into my work. Equipped with a graphics pen, a keen eye for detail, and proficiencies in a variety of software packages I fulfil my passion for generating content that can be enjoyed by everyone. I am looking for a role that provides me with fresh challenges every day as well as the opportunity to develop my skills and create meaningful connections with co-workers from all disciplines.

## Education:

- |        |   |
|--------|---|
| 2014 - | BA (Hons) Computer Games Art at Teesside University   |
| 2017   | Graduated with a First Class Honours on July 18th 2017  |
| 2012 - | Burton and South Derbyshire College   |
| 2014   | Level 3 Extended BTEC Diploma in Creative Media (Games Development)<br>Grade: Triple Distinction* |

## Experience:

- |                   |   |
|-------------------|---|
| 2017 -<br>Present | Email Campaign Marketer at Zeta Global:<br><br>This was a full time job within Zeta Global, here I worked on email campaigns for one of Zetas biggest clients, Tesco Bank.<br>My responsibilities included: <ul style="list-style-type: none"><li>• Complete campaign setup activities within schedule and at excellent quality.</li><li>• Design, develop, implement and test with a high degree of technical proficiency.</li><li>• Actively work with other members of the team to share, learn, and produce great outcomes.</li></ul> |
| 2016 -<br>2017    | 3D artist at Frontwire Studios:<br><br>This was a remote voluntary position within Frontwire studios.<br>My responsibilities included: <ul style="list-style-type: none"><li>• Creating assets to go within the games levels</li><li>• Delegating job roles to other members of the team</li><li>• Generating documents to assist my co-workers</li><li>• Communicating with the other departments to ensure all assets get implemented correctly</li></ul>   |

## Technical Skills and Personal Traits:

Scene Composition	3DS Max	Eye for detail
Shader Setup	Photoshop	Proactive learner
Scene Lighting	Unreal Engine	Experience with organisation and task prioritisation
Posing	Unity Engine	Positive attitude
Communication	Houdini	Ability to adapt to any changes posed in feedback

## Key Projects:

**Skip the channel:** I worked on this project as the lead artist for Teesside Universities Games Creation Society. This was the first project where I led a team of artists, the end result was a fun little platformer with a vibrant western theme. The project was extremely enjoyable to work on and getting to display it during the Animex festival in 2016 was a huge honour.

## Acheivements:

**Finalist for the Cbeebies Lifes a Pitch competition:** I pitched a kid friendly horror series of narrative games based on a fictional town called Dunkerstrad. It was concieved after a weekend of watching stranger things and was going to be full of cosmic Horror and embedded narrative.

## Interests:

**Dissecting advanced shaders:** I like digging into the solutions that other artists create for complex problems and to see what tricks I can use in my own work. Currently I'm working through some of the FX materials that EPIC released with the Paragon assets.

**Playing social games:** I am a massive fan of games with a social aspect. Whether it's playing with a full 5 man team on Rainbow six siege, yelling at strangers on sea of theives or sitting at a table with some friends playing Rum and Bones. If I'm talking to people I'm having fun.