

Frankie Hobbins Curriculum Vitae

3D Modeller

London, UK

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Summary

9 years of professional games experience

expertise in:

- Modelling
- Texturing
- Animation
- Rigging
- Lightwave, Modo, Maya, 3D Studio Max, Mudbox, Photoshop

Work Experience

Games-

- Artist at *Slightly Mad Studios Ltd* (2008 - Current)
Project: SHIFT 2 Unleashed, Racing game (PC, Xbox360, PS3)
Project: Need for Speed : SHIFT, Racing game (PC, Xbox360, PS3)
Project: Ferrari Racing Legends, Racing game (PC, Xbox360, PS3)
Modelling, Texturing, Technical Assistance.
- Lead Artist at *Splash Damage Ltd* (2003 - 2007)
Project: "Enemy Territory: Quake Wars", Multiplayer FPS (PC, Xbox360, PS3)
Modelling, Texturing, Animation, Rigging, Motion Capture acting, Supervising.
Some of the artwork was featured in "Quake 4" by Raven Software (PC, Xbox)
- Artist & Animator at *Splash Damage Ltd* (2002 - 2003)
Project: "Wolfenstein: Enemy Territory ", Multiplayer FPS (PC)
Modelling, Texturing, Animation, Rigging.

Films-

- CG artist, "Pixel" (indie short film, 2008, released 2011)
Rendering, Matchmoving Assistance, Technical Assistance.
Pixel is a low budget film directed by Tristan Versluis.
- Previs artist, "Charnel House" (indie film, 2008)
Previs Modelling and Animation
This is a low budget film directed by Paul Campion.

Skills, Attributes

Sub-d Modelling of mechanical and organic objects

Texturing

Rigging

Animation

Fully Proficient in

Lightwave, Modo, Maya, 3D Studio Max, Mudbox, Photoshop

Interested in

Learning new skills and working on new projects.