

## **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.