

SCOTT GOODWIN

3D ARTIST AND DESIGNER

I am a 3D artist, graphic designer and game designer who works freelance and runs a small personal company called Simulspace for VR and game projects.



Glasgow, UK

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SKILLS

Graphic Design • 2D digital painting • 3D modelling • HTML/CSS/Javascript
Web Design • Texture creation • Game Design • 2D/3D Animation • VR Development

SOFTWARE EXPERIENCE



EDUCATION

University of Hertfordshire
September 2009 - July 2012
BA(Hons) 3D Games Art

WORK EXPERIENCE

Simulspace
Creative Director
01/05/2014 - Present

Marks and Spencer
CCTV Operator
28/07/2013 - Present

PROJECTS & ACHIEVEMENTS

University of Wolverhampton - The Room VR
Creative Director - Responsible for the creation of all 3D and 2D art assets for an Oculus Rift virtual reality environment.

Scottish Game Jam 2015 - We're all gonna die
Lead Artist - Responsible for creating user interface for a physical controller built on-site.
• Winner of Best Design category.

Scottish Game Jam 2014 - Prism Saga
Lead Artist - Responsible for 3D modelling, texturing, animation, shader creation, graphic design.
• Voted runner up for Best Game and Best Art categories
• Winner of the Community Choice Award at the IGDA Scotland Global Game Jam Play Party Glasgow.