

# WILL RODD

Email: [will.rodd@gmail.com](mailto:will.rodd@gmail.com)

Website: [www.willrodd.com](http://www.willrodd.com)

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## Summary

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From a very young age, I have been fascinated by the power that stories and art can have on people. It is for this reason that I have spent the last ten years honing that passion in learning how to craft beautiful pieces of 3D artwork. My goal in everything I create is to capture the essence of a story and the feel of an environment, breathing life into a static scene.

I am highly trained in the use of computers and in creating games art, but I am always eager to learn more as technology improves and limitations are removed. Over the years, I have been praised for my great attention to detail, often noted for going above and beyond what was initially asked of me. I am experienced in programs such as 3DS Max, Photoshop, Quixel, the Substance suite, Unity and Unreal Engine 4. I am punctual, reliable and can work as a team or on my own.

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## Education:

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<b>2016-2017</b>	<b>Bachelor of Arts in Games Art (Hons)</b>	<b>Staffordshire University</b>	
	<ul style="list-style-type: none"><li>BA First Class Degree (H) in Games Art</li></ul>		
<b>2014-2016</b>	<b>Foundation Degree in Games Art</b>	<b>Leamington College</b>	
	<ul style="list-style-type: none"><li>Distinction level Foundation Degree in Games Art</li></ul>		
<b>2013-2014</b>	<b>National Diploma Level 3 in Games Art</b>	<b>Leamington College</b>	
	<ul style="list-style-type: none"><li>Distinction level National Diploma in Games Art</li></ul>		
<b>2011-2012</b>	<b>NVQ Level 2 in Marketing</b>	<b>East Warwickshire College</b>	
	<ul style="list-style-type: none"><li>NVQ in Marketing (Part of an apprenticeship involving Photoshop and Illustrator)</li></ul>		
<b>2009-2011</b>	<b>National Diploma Level 3 in ICT</b>	<b>East Warwickshire College</b>	
	<ul style="list-style-type: none"><li>National Diploma in ICT</li></ul>		
<b>2004-2009</b>		<b>Ashlawn School &amp; Sci College</b>	
	<ul style="list-style-type: none"><li>8 GCSEs at grades A-C</li></ul>		
Science:	A	D.I.D.A:	B
Add Science:	B	English:	C
Maths:	B	English Lit:	C
Graphics:	B	I.C.T:	C

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## *Work Experience and Employment History:*

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**Oct 2017 – Present**                      **3D Artist**                      **Logicom Computer Services.**

I work as a 3D artist/cataloguer in creating kitchen and bathroom appliances for Virtual Worlds; a system that allows people to build their perfect bathrooms and kitchens in VR before spending any money on them.

My responsibilities include creating specific utilities such as WC units, baths, showers and other appliances from technical diagrams and pictures, up to a level of quality that is comparable to the real world versions.

**Aug 2017**                                      **3D Artist**                                      **JCB Skills Training**

I took part in a 2-week games development boot camp where myself and a small team of 3 other people worked closely with the developer studio You42, in Leamington, and created a rhythm game based off the classic 'Gyrus'. We then showed the game off at a trade show and allowed members of the public to play it for themselves.

**Sep – Dec 2014**                              **Student Volunteer**                              **Radiant Worlds.**

Using special tools the developers created, I built five "Home Islands" within their game; Sky Saga. Among these was a Nordic village, a sky-pirate airship and a mountainous ancient city. All for use in their trailers as examples of things the community has created.

**Apr 2014**                                      **Marketing Employee**                              **Opposable Games.**

I helped promote the kick-starter and demo their game "Salvaged" at The Gadget Show. This was a 3-day event in which I spoke to members of the press and the public, showing them how to play the game and where to go to back the project.

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## *Hobbies and Interests*

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My hobbies are constantly in flux and I love doing as much as I can, in as many different artistic fields as I can.

One of my all-time favourite hobbies, ever since I was a child, is reading. I absolutely adore the hundreds upon thousands of stories that people write, the histories and worlds that are invented, the characters that you cannot help but fall in love with. Most recently, I have been reading through all of Brandon Sanderson's work and it is thanks to 'The Stormlight Archive', that I have been spending many of my evenings writing my own book.

In this same vein, I have recently been drawing up maps and artwork of places, along with modelling custom characters and creatures, which I then send to my 3D printer in order to fabricate real-life examples that I can hold and gain a greater feel for.

Other hobbies I have include Warhammer Age of Sigmar (Seraphon), playing video games, and creating fun one-off art pieces such as Stargate bookends, a 2ft model replica of the BC-304 Daedalus, and even taking apart an airsoft assault rifle so that I can create my own, custom skin of the X-5 Ghost from Mass Effect.