

Liam Stones
Environment Artist
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Education

BSc in Games Technology – Bournemouth University (2012-2013)

Foundation Degree in Computer Games Technology – Bournemouth University (2010-2012)

BTEC Computer Technology –Poole College (2008-2010)

Engine Knowledge

- Unreal Development Kit
- CryEngine
- Unity

Tool Knowledge

- Autodesk 3dsMax
- Pixologic ZBrush
- V-Ray
- Adobe Photoshop
- Quixel nDo
- Quixel dDo
- xNormal
- Crazybump
- Marmoset Toolbag

Experience

- Veil of Darkness – Creating props, weapons and environment artwork as part of a collaboration

Art Expertise

- Familiar with high-poly, low-poly, hard surface and organic modelling.
- Familiar with hand painted and photo-based texturing
- Familiar with lighting and rendering

Relevant Expertise

- Programming
 - Visual C# - Space Invader Remake, Simple Hangman, Mario Movement w/ collision
 - C++
 - Visual Basic

Hobbies

Video games, television, movies, books