

# RAY MAIRLOT

3D ARTIST

[RayMairlot@gmail.com](mailto:RayMairlot@gmail.com) | [www.raymairlot.co.uk](http://www.raymairlot.co.uk)

*Ray is a London based 3D Artist with a focus on hard-surface modelling and realistic renderings who sometimes writes about himself in the third person.*

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## EDUCATION

Kingston University, Surrey - September 2008 – 2011

<b>1st Class Honours</b>	<i>BSc (Hons) Degree in Computer Graphics Technology (sample of modules):</i>
A+	<i>Project Media Technology Full Field (final year project module, Maya)</i>
A	<i>Technical Direction in Computer Graphics (visual effects module)</i>
A	<i>Digital Media, Editing &amp; Compositing (Nuke)</i>
A	<i>Graphics Software Embedded Language Programming (Python in Maya)</i>

Brooklands College, Ashford Campus, Ashford High Street, Middlesex - September 2006 – 2008

<b>A</b>	<i>Graphics A level</i>
<b>Certificate Award</b>	<i>CISCO Networking</i>
<b>AB</b>	<i>Double ICT A level</i>

Bishop Wand C. of E. School, Layton's lane, Sunbury, Middlesex - September 2001- July 2006

*GCSEs: Maths – **A**, Graphics - **A**, Art – **C**, Media – **B**, Double science – **BB**, Business communication systems – **A**, English – **B**, English literature – **A**, Religious studies – **B***

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## EMPLOYMENT

2012 – Present, Freelance Work (sample of jobs):

**Sandboxx Studio** - Modelling for Thames Water, BP, Vola and a virtual freshers week, among others; **Bigger Bang** - Shell Oil Rig animation and rendering, and 3D generalist for Planet3; **BMMedia** - Shoe modelling; **AquaMax Bathtubs** - Bath and shower modelling and rendering; **Upperstreet Shoes** - 165 materials for online shoe designer, texturing and scripting.

November 2013 – June 2014, Sainsbury's Online Shopper

*As an online shopper I had to work quickly and efficiently to meet difficult targets.*

July 2005, 2 weeks, Sheldrake Green, Design consultancy

*Assisted with various projects, such as: the Wembley Stadium logo; a brochure for a go-kart racing track; a computer game case, stand and poster as part of a GCSE graphics project.*

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## RELEVANT SKILLS

<b>Blender 3D</b>	<i>Modelling, texturing, shading, rendering, physics, UVs, Geometry Nodes and scripting.</i>
<b>Maya</b>	<i>Basic experience in polygonal modelling and UV unwrapping from university projects.</i>
<b>Photoshop</b>	<i>Photo editing, texture painting.</i>
<b>Programming</b>	<i>Python (in Blender 3D), C# (Windows 10 apps), Visual Studio, Git and GitHub.</i>
<b>Office Software</b>	<i>Word, Excel and PowerPoint.</i>
<b>Other Software</b>	<i>Basic working knowledge of: Adobe Illustrator, After Effects and Premiere, Unity, HTML, CSS, JavaScript and C++.</i>

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## KEY SKILLS

**Problem solving** - *I view myself as a problem solver and try and take the initiative to solve a problem, however, I'm also not afraid to ask others for help or ideas if I get stuck. I think it is my logical thinking combined with my artistic side which allows me to come at problems from both a technical and creative angle, which I think makes me a good artist.*

**Communication** - *Doing freelance work I often have to flag up problems that I think will arise during a project and communicate them clearly, while hopefully also offering workarounds and solutions. This often involves both raising issues in a non-critical way and putting things in easy to understand terms for clients.*

**Team work** - *I take my role in a team seriously and try and fit into a team in whichever way is needed in order to meet our targets, whether that's just doing one specific job as well as I can, such as modelling, or contributing ideas, suggesting and documenting workflows or providing technical support to colleagues.*

**Time management** - *As part of my freelance work I am used to making estimates for how long work will take and delivering on those deadlines.*

**Teaching** – *Having created a series of YouTube tutorials and having spent a considerable amount of time providing answers on [blender.stackexchange.com](https://blender.stackexchange.com) (a support site for Blender 3D questions), I would feel comfortable breaking down and explaining new techniques in understandable ways to colleagues.*

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## REFEREES

**Paul Honey  
(tutor)** *School of Life Science,  
Kingston University,  
Penrhyn Road,  
Kingston Upon Thames,  
KT1 2EE.*

**Sunil Chhatralia  
(tutor)** *Faculty of Science,  
Kingston University,  
Penrhyn Road,  
Kingston upon Thames,  
KT1 2EE.  
Email: [s.chhatralia@kingston.ac.uk](mailto:s.chhatralia@kingston.ac.uk)  
Phone External: 0208 547 2000*