



RAY MAIRLOT

FREELANCE 3D ARTIST

RayMairlot@gmail.com | www.raymairlot.co.uk

ABOUT

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

EDUCATION

Kingston University, Surrey - September 2008 – 2011

1st Class Honours *BSc (Hons) Degree in Computer Graphics Technology (sample of modules):*

- A+** *Project Media Technology Full Field (Final year project module, Maya)*
- A** *Technical Direction in Computer Graphics (visual effects module)*
- A** *Digital Media, Editing & Compositing (Nuke)*
- A** *Graphics Software Embedded Language Programming (Python in Maya)*

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

A *Graphics A level*
Certificate Award *CISCO Networking*
AB *Double ICT A level*

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

EMPLOYMENT

2012 – Present, Freelance Work:

Sandboxx Studio - Modelling for Vola bathroom fittings; **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 have experience of shift work which I hope shows I am used to having to be flexible with the hours I work.

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 and a computer game case, stand and poster as part of a GCSE graphics project.

RELEVANT SKILLS

Blender 3D	<i>Polygonal modelling, texturing, shading, physics simulations, UV unwrapping.</i>
Maya	<i>Basic experience in: polygonal modelling, texturing, UV unwrapping, simulations.</i>
Scripting	<i>Blender 3D: add-ons in Python, Windows 10 Apps: C#.</i>
Photoshop	<i>I use it extensively for creating textures for 3D projects.</i>
Premiere	<i>Basic editing experience (including several editing projects as part of my degree).</i>
Office Software	<i>Experience in many of the Office applications including Word, PowerPoint and Excel.</i>

KEY SKILLS

Team work - *I take my role in a team seriously and am good at communicating ideas/solutions/problems to team members in a clear manner (during several group projects during University).*

Time management - *During my university course there were times when I had to complete up to 4 projects at the same time. I have no doubt that without time management skills and detailed project planning I would have not been able to achieve the high grades (As and Bs) that I did.*

Problem solving - *I view myself as a problem solver and so I am not afraid to experiment with new techniques to find solutions, but I am also not afraid to ask questions if I get stuck.*

INTERESTS/ACTIVITIES

I enjoy programming in Python and C# and have started to make a few apps. I read Terry Pratchett's Discworld novels, play Assassin's Creed, watch Travel Man and listen to Hot Chip and Daft Punk.

REFEREES

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

**Sunil Chhatralia
(tutor)** *Senior Lecturer
Kingston University, Faculty of Science,
Room PR123, Penrhyn Road, Kingston upon
Thames, KT1 2EE.
Email: s.chhatralia@kingston.ac.uk
Phone External: 0208 547 2000*