

Samantha "SAM" Hoffman

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Profile

Technically minded Character Modeller specialising in DirectX 11, UDK's Kismet and Material Editor as well as ZBrush. My aim is to create believable and memorable characters for the next generation of gaming. A hard working and focused individual I come from both an artistic and technical background which helps me to have a unique perspective when faced with problems.

Experience

Foam Digital - *Portsmouth, Hants*
Lead Environment Artist

October 2010 - Present

Volunteer project to create a fully animated feature film, Stina and the Wolf. Realistic environment design using ZBrush, Vue xStream, World Machine and XSI including material creation, realistic erosion, ecosystem creation and scattering. Team and project management inside Shotgun.

University of Portsmouth - *Portsmouth, Hants*
Service Delivery Advisor

September 2011 - Present

Providing 1st and 2nd level IT support for students, including Microsoft Office and Adobe Creative Suite.

Education

University of Portsmouth *BSc (Hons) Computer Animation*

2010 - 2013

Barton Peveril College *Computing, Fine Art, Photography, Mathematics and Japanese*

2008 - 2010

Meoncross School *9 A* - C GCSE's and Level 3 Key Skills in ICT*

1995 - 2008

Skills

Photoshop - *5-6 Years* - **Expert**

ZBrush - *1-2 Years* - **Intermediate**

3DS Max - *1-2 Years* - **Intermediate**

C++ - *1-2 Years* - **Beginner**

UDK - *1-2 Years* - **Intermediate**

CgFX - *1-2 Years* - **Beginner**

XSI - *1-2 Years* - **Intermediate**

MaxScript - *1-2 Years* - **Beginner**

References

References and supporting documentation can be supplied upon request.