

Darren Hogan

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Education

2017 – 2021

Atlantic Technological University

Bachelor of Arts in Design (Honours)

Year 4:

- **Animation** – Digital 2D, Blender, Photoshop, After Effects, Storyboard, Character development, Scenes, Environment art, Music, Timing, Drawing, Research
- **3D Modelling** – Blender, Maya, Animation, UV unwrap, Substance Painter, Photoshop, Character animation, working drawings, Rigging, Animated textures, Animated logo, Particle systems
- **Game Design** – Unity 3D/2D, Level design, GDD, 3D Modelling/Texturing, Blender, Substance Painter, Photoshop, C# Scripting, 3D isometric game, 2D arcade game
- **Entrepreneurship and Professional Practice** – Portfolio, CV, Animation, Blender, Substance Painter, Research Journal, Collaboration, Networking
- **Project Management and Costing** – Group Project, Critical Path, Breakdown Structure, Project Costing, Risk Assessment, 3D Advertisement, Sustainable Design, Presentation

Skills

Design: Strong 3D modelling skills using Blender, 3DS Max and Substance Painter. Created several games using Unity 2D and 3D.

Communication: Good communication skills developed through clients, architects and members of my team.

Leadership: Gained leadership skills through college assignments by allocating tasks.

Adaptability: Attained through client projects where sudden changes were introduced.

Innovation & Creativity: Extensively research and ideate concepts to push ideas further.

Problem Solving: Carefully examine and resolve errors in project's to yield the best result.

Teamwork: Developed ability to work in collaboration with multiple department members to overcome issues.

Planning & Organization: Good foresight into projects to determining where time and resources should be allocated to maximise efficiency.

Interests and Achievements

- I enjoy relaxing by playing video games, listening to music, and spending time with friends.
- Create 3D models and animations to further my skills in Blender and 3DS Max.
- I like to keep fit and be outdoors as much as possible.
- Elected student Rep three years in a row for my college course.
- Received three "Creativity Awards" in my secondary school.
- Qualified in first Aid training and CPR.
- Achieved my Blue Belt in Kenpo Karate.
- Achieved my Yellow Belt in K-1 Kickboxing.

Work Experience

June 2021 – Present: RealSim

Role: 3D Environment Modeller

- Recreate proposed developments in Unity to showcase clients via interactive simulations.
- Ensure use of high-quality models using a variety of 3D design tools and programs.

June 2019 – Present: Freelance 3D Modelling and Animation

- Produce 3D models in my free time with Blender and 3DS Max
- Develop strong skills with Substance Painter, Photoshop, and Unity 3D/2D

July 2020: 3D Architectural Design

Role: 3D Modeller

Duties:

- 3D modelled a home based on architectural CAD drawings
- Textured appropriately based on client requirements
- Worked in collaboration with teammates to ensure work was to the highest standard

January – March 2020: Mersus Technologies

Role: 3D Modelling and Animation Intern

Duties:

- Develop high skills in Blender and Substance Painter
- Produced 3D models for VR scenes
- Assisted the animation department to further my skills
- Engaged in other departments to observe workflow

July – August 2019: Credit Union

Role: 3D Animator

Duties:

- Commissioned to create several animations to promote various loans
- Generate rough storyboards to present to the client
- Frequently make adjustments dependent on client feedback
- Develop understanding of rendering, composition, and timing in 3DS Max

August 2018: Russell Brennan Keane Chartered Accountants

Role: Assistant

Duties:

- Involved in the Audit and Assurance department inputting trial balances and analysis of bank statements
- Worked in the Tax department in my spare time
- Assisted in other office jobs such as filing, photocopying, and scanning

Referees

References available upon request