Frost **Donovan**

Junior 3D Generalist, Assistant Lecturer

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Summary

Hi! My name's Frost, I'm a generalist 3D artist that specialises in technical, lighting, and environmental work, although I'm very flexible and am always looking for opportunities to expand my skills and experience. Through my time at uni I discovered I found teaching incredibly satisfying and rewarding. I'm currently working part time as an environment and lighting artist for Octoghost Studio, but would be interested in further part time work, preferably where I can have the opportunity to teach more in an Assistant Lecturer or Mentor style role. You can read more about me personally on my website or see my artwork on my artstation, both of which are linked in the header above.

Technical Skills

- **Art Software:** Maya, zBrush, Blender, Substance Designer, Substance Painter
- **Game Engines:** Unreal Engine 5, Unreal Engine 4, Unity
- **Agile Management:** User Stories, Story Points, Velocity, Sprint & Release Planning & Review, Scrum, CD Pipelines
- **Software:** Jira, Confluence, Git, Trello, GitHub & Bitbucket, Google & Microsoft Suite

Published Games

Castan - Producer   *Unity 2020.3*

Self published to Steam (HTTPS://STORE.STEAMPOWERED.COM/APP/1836170/CASTAN/)   *September 2021 - May 2022*

- Utilised Story Points & Velocity, Release Planning, and Jira to manage scope
- Facilitated & assisted with several significant redesigns
- Developed a Github Action workflow to automatically build, test & publish daily builds to Steam

Carma - Producer   *Unity 2019.4*

Self published to Steam (HTTPS://STORE.STEAMPOWERED.COM/APP/1603990/CARMA/)   *Published June 2021*

- Shortlisted for the Grads In Games Student Game Award
- Removed blockers and streamlined development pipelines
- Focused on maintaining team health and reinforcing healthy working practices

Awards

2022   **Finalist**, Grads In Games Student Game Award

Work Experience

Environment Artist   *Falmouth, Cornwall*

Octoghost Studio   *February 2023 - Current*

- Worked closely with designers, turning blockouts into recognisable areas
- Balanced creating aesthetically pleasing areas with maintaining mechanical robustness and improving player flow
- Lit environments, with a focus on subtly guiding players

Director   *Falmouth, Cornwall*

Glass Nomad Games   *March 2021 - May 2022*

- Started a company to publish video games my team and I were developing
- Managed company accounts and government-required paperwork
- Handled Steam registration, set up, and backend work for multiple titles

Education

Falmouth University   *Falmouth, United Kingdom*

MA Game Art   *September 2022 - August 2023*

- Heavily focused my pieces, improving both my technical and artistic skill and understanding
- Supported peers, especially with technical and project management aspects
- Volunteered in first year art classes to help teach new undergraduates

Falmouth University   *Falmouth, United Kingdom*

BSc Computing For Games   *September 2019 - June 2022*

- Worked with multi-discipline teams to bring several games through a full development cycle
- Published two to Steam, one of which was shortlisted for Grads In Games Student Game Award