

# Edward Hicks

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References available on request

## Personal Statement

Very few fields effectively combine my love for art and my keen interest in technical challenges like the CG industry does. While studying at the NCCA I've learned a great deal about every aspect of the field, and have become a solid generalist. I also specialise in the specific areas of pre-production and concept design, as well as artificial intelligence, fuzzy logic and crowd simulation. Thanks to numerous collaborations and group projects, which were a necessary part of my degree, I am an enthusiastic team player, and am looking forward to a varied and fruitful career in crowd simulation, concept art, technical directing, games, or any/all of the above.

## Key Skills

Software and Code:

Advanced knowledge of Massive, Photoshop, Maya, Premiere, Audition

Good knowledge of Painter, Illustrator, Zbrush, Shake, Reason, Camtasia Studio, MEL, xhtml, css

Basic knowledge of C, C++, Python, Php, Bash, Latex, Indesign

Art and Design:

I have advanced knowledge and experience in anatomy, form, perspective and colour theory. I work in a wide range of media, including oil painting, inks, pencil, charcoal, chalk, watercolour, markers, photography, digital photo-manipulation and digital painting. As an experienced graphics tablet user, my digital art is created with a personal wacom Intuos, in conjunction with Adobe Photoshop and Corel Painter.

## Employment

Current Work:

At the moment I am producing an e-commerce website for a relative on a freelance basis. This involves learning various web technologies (xml, xhtml, css, php, js, actionscript, flash, sql). My main website, [cheezopath.com](http://cheezopath.com), is the guinea pig for most of the new techniques I use and develop for this project.

September 2007 - Short term work at DesignHive:

At the end of summer 2007 I was brought in for a week to help create the stadium crowds for the 2014 Glasgow Commonwealth Games bid promotional video at Design Hive's London office. I was recommended for the role by a lecturer who was aware of my work and experience with massive. I used Massive Prime and worked well with the team to create the necessary shots. It was a great experience and my first taste of industry work, as well as working with a team to a deadline in a studio environment.

#### 2006-2007 - PAL:

PAL (Peer Assisted Learning) is a scheme at several universities in the UK by which second year students are employed as part-time university staff to help first year students adjust to university life and get through the academic year. Every week there is a two hour session where PAL leaders answer their questions and help them with topics from lectures that they are struggling with. In a course such as computer animation that has a broad range of essential skills, this service is extremely helpful for new students. I found this job very satisfying, as I was able to help others through my experiences and pass on important knowledge of both the animation software, and coping with the pressure of the course. PAL also provided a point of communication between the first and second year students, and as a result I was given the opportunity to broaden my social network and make many lasting friends.

#### 2006-Present Commissions:

To create additional income, I often seek out freelance illustration and concept work online. Examples of my completed projects (where I am allowed publishing rights) can be found on my portfolio site. These works include character designs and covers for books and albums.

#### 2005-2008 - Student Rep:

For the three years I have been studying at Bournemouth I have also been student representative for my year group. In this position of responsibility I have to keep in touch with the views of my fellow students and relay them to lecturers and course leaders, and attend termly meetings in order to ensure the quality of the course experience, among other duties.

## Education

University education at the NCCA in Bournemouth University:

BA (Hons) Computer Visualisation and Animation at the NCCA (National Centre for Computer Animation) in Bournemouth. The final grade was a 2-1.

Secondary Education at Bexley Grammar School:

3 'A' Levels, 1 'AS' Level (Maths A, Physics A, Art A, AS Biology B)

9 GCSEs (A\* in Maths, Physics, Biology, Chemistry, English literature, A in Music, Geography)

## Other Experience

Motion Capture:

I have a good amount of experience with motion capture, as there is a motion capture studio on campus at Bournemouth university, and I used it to good effect on my final year project, 40 feet under. I have attended and supervised sessions, and I consider the experience gained to be very valuable.

Building Computers:

To date I have put together 6 computers from component parts for myself, my friends and family, each designed to meet different criteria. This was an incredibly useful experience, in particular the server machine I created to do my work on. In each case I hand picked and assembled the components.

Recording Studio Time:

With various bands I have clocked up about a week's worth of studio time, working with sound engineers and musicians from different musical disciplines and backgrounds. It has equipped me with a good general knowledge of audio technology in terms of both hardware and software, recording methods and practices. This is particularly useful knowledge when considering my CG education, where I could competently mediate between visual and audio departments on a project.

## Hobbies and Interests

Comics:

I find comics to be the most versatile and form of expression, and I enjoy reading them both in paper form or online as independent artist projects. I currently produce my own comic called CRACK, found on my portfolio website.

Music:

I play guitar to an intermediate level and have played with various small bands. I mostly enjoy improvisational sessions, where music is created as it is performed.

Sport:

I regularly play squash and when I get the chance, basketball too. The annual NCCA 5-a-side tournament is also a big date in my calendar.