

MATTHEW THOMAS BATES

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- Personal Statement:** I owned my first Playstation (PS1) at the age of 2 and have had a passion for games ever since. I was heavily involved in art and computing at school and completed several high quality projects. I combined these two loves with my passion for gaming and joined Playground Squad UK to study in the area of 2D and 3D modelling.
- Date of Birth:** 19 December 1996.
- Education:** Bury Grammar School Boys Senior and Sixth Form.
- Qualifications:** IGCSE: English Language (A); English Literature (A); Mathematics (A);
GCSE: Information and Communication Technology (A); Art and Design (B);
Biology (B); Chemistry (B); German (B); Physics (B); French (C); History (C).
A level: Art and Design (C); Biology (C); Chemistry (C); General Studies AS (B).

Level 3 Certificate in Creative and Digital Media Level 3 Diploma in Creative and Digital Media.
- Skills:** Experienced in software including: Maya, Mudbox, Unreal Engine 4, Substance Designer and Painter, Photoshop, Quixel Suite 2.
- Experience:** November 2016 – present

Mark Bates & Sons Ltd

Working part-time in family concrete supply business as an admin assistant. My main duties are invoicing, cash reconciliation and banking.

Also working on my on-line portfolio.

October 2015 – October 2016
Playground Squad, Manchester – 3D Artist Apprenticeship
- Skilled in 3D modelling (Maya), texturing (Substance Designer and Painter), animation and concept art for the creation of video games.
 - Completed a 2D and 3D game project and a game jam project. Responsible for taking the lead on character design for the 2 projects and environment for the game jam.
 - Responsible for character animation in both projects.
- July 2015 – Supplied photography for Bury Business Lodge.