

# CAVAN JUDGE

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## summary

I am exceptionally talented individual with a personal commitment to commence a career in the field of 3D. I am a imaginative and creative individual with an adept ability to encompass information and techniques to develop my own capabilities. Working alongside colleagues to help create new work-flows and ideas that improve the product/project in both speed and quality. Help on site to capture data using photogrammetry, process the data as well of having an input on how to improve the scanning rig in both the quality and cost. Utilising render farm for managing renders for animation videos as well as compositing and editing it. Launched a client delivery platform and trained and present other colleagues on how to promote and how to use the delivery platform.

## software experience

3D modelling for visualisation/AVR (3Ds Max)  
Interactive (Unity / VR )  
Video editing (Adobe After Effects/Premiere)  
Photo editing / Design (Adobe Photoshop)  
HTML / Web design (Dreamweaver)  
Photogrammetry (capture and processing - Agisoft)

## professional experience

3D Artist - Plowman Craven	June 2011 - Present	Multiple Projects
3D Artist - Eurocom	June 2010 - Sept 2010	GoldenEye - Wii

## education

University of Hertfordshire	BA(Hons) Games Art
Harlow College	Foundation Diploma in Art & Design BTEC National Diploma in Multimedia NFCE in Interactive Media

## interests

Apart from 3D and videogames, I have a passion for cooking and a love for music, books, comics