

Simon Meacock

Tel: 07929883071.
email: simon@oddmags.com
Web site: www.oddmags.com

An experienced and skilled 3D model maker with strong technical design expertise. Creative and practical with a positive hands-on approach now seeking to extend strong track record of success in producing quality computer graphics and content for real-time 3D environments and games.

Key Skills

- Proficient in a variety of graphic and 3D modelling computer packages.
- Strong conceptual, practical and spatial 3D ability.
- Creative and innovative - major projects delivered within time scale and to full client satisfaction.
- Successful project based experience both in practical dynamic teams and discrete individual tasks.
- Methodical and accurate - sound level of technical expertise and discipline.
- Learns new skills quickly.
- Educated to degree level.

Career related software packages

3ds Max
Superscape VRT 5.71
Photoshop CS2

AutoCAD
MultiGen Creator 2.6.1

Employment history

Drilling Systems (UK) Ltd

February 2005 to January 2017

Graphics Department

3D modeller

Drilling systems produce training simulators for the oil and gas industry. They have developed a container handling simulator for training crane operators and I was employed to produce real-time VR models for it. My role included building 'ship to shore' cranes, ships, vehicles, buildings and dock side 'street furniture', sometimes from DXF files and sometimes just from photographs, then optimising them for a very large real-time environment. Currently I am performing a similar role producing content for the Oil rig floor simulators, and other projects as required.

Tony Castro Limited

January 2004 to June 2004

Design Office

Product visualisation artist

Tony Castro yacht design and naval architects design a variety of motor and sailing vessels, from small day boats to large luxury motor yachts. Work included; Taking models already built in 'Rhino 3.0' and adding extra detail and texturing, then putting them into an environment to produce renders and fly around animations for clients and promotional material.

Adris Computing Concepts

May 2003 to January 2004

CAD Bureau

3ds max and AutoCAD Technician

The Adris CAD bureau produces short turnaround AutoCAD drawings, 3D graphics and a print service. Work includes producing artist impressions of proposed gymnasiums for an equipment manufacturer, before and after views for planning applications, product animations, architectural walkthroughs and presentation CDs.

Freelance and contract work

November 2001 to May 2003

3D and VR Modeller

Produced eight virtual worlds of the Royal palace in Palma, Majorca in partnership with another freelance modeller. Work involved scaling world dimensions from photos, generating textures to support geometry, and liaising with the texture artists and project managers in Spain by email and ftp.

Superscape VR plc

1996 to November 2001

Professional Services Department

Lead Modeller - VR Designer

Invited to join the Professional Services department following internal company restructure. Worked on a number of high profile projects involved in the production of quality products for major clients.

- Successfully designed developed and produced range of content for LEGO Creator range of computer games - produced three titles "LEGO Creator", "LEGO Creator – Knights Kingdom", and "LEGO Creator – Harry Potter". Key elements included:
 - Worked closely with project managers to ensure project was completed within deadlines.
 - Identified client needs - interpreted initial brief and devised a series of staged progress update samples.
 - Resolved a number of ongoing technical issues - continually refining and improving.
 - Produced all interactive content and most of the bitmap textures used within the 3D environment.
 - Designed a number of modular parts used in the games and generated all thumbnail images used by the front-end to select content.
 - Managed additional resources and sub-contractors identifying priorities, scheduling workload and checking output quality. Project completed on schedule.
- Optimised a number of 3D environments to allow them to work more efficiently on target platform.
- Visited Barcelona office to study specific procedures for upcoming project.
- Underwent training in 3ds max in preparation for work using the new Superscape SEV technology.

Content Department

VR Designer

Selected to join company following performance at an assessment centre held to build, from 'grass roots', a new team with the remit to supply a support role for the whole company in the area of advanced 3D graphics.

- Gained sound experience, knowledge, and understanding of the commercial world of 3D.
- Designed and implemented an enhanced virtual clip art library containing approximately 800 models.
- Involved in complete rewrite and build of a multi-user company web site comprising the centre of the Virtual World Wide Web (vwww.com) in 3D.
- Developed and honed skills in building 3D content for a real time environment.

1994 - 1996

Practice, part-time work and training courses

Effectuated career path change resulting in a move into the field of 3D computer graphics.

- Assembled a portfolio of successful photo realistic 3D images and animations.
- Built on experience as a hand designer/draughtsman.
- Self taught and funded training and practical experience - developed ability to work in 3D.
- Developed and devised a web site to showcase skills and portfolio of images.
- Achieved considerable success selling prints at science fiction conventions.

Royal National Lifeboat Institution

1990 to 1994

Drawing Office

Draughtsman

Worked in the production of the detailed drawings in support of highly specialised rescue vessels designed in-house:

- Produced a number of cabin, deck and component drawings to fine tolerances and high specifications.
- Calculated and monitored the weight and centre of gravity for new lifeboat designs during build process.
- Performed inclining experiments on the Brede and Mersey class lifeboats recording data and liaising with design architects.

Qualifications

Man and Machine: 3ds max 6 demonstrators course.
Metro New Media course: Introduction to 3ds max.
Corps business course: LightWave 3D 5.0 Introduction and Modelling.
1VRT training course.
City & Guilds NVQ2 in computer aided design.
Engineering Council Part II in Naval Architecture (degree equivalent).
Institute Diploma in Yacht & Boat Design (Southampton Institute).
Three GCE 'A' levels.
Six GCE 'O' levels.

Useful skills

I have graphic art skills and edited an amateur art based science fiction magazine for many years.
I am familiar with many standard office computer packages.

Personal details

Date of birth : 20th June 1960.
Graduate member of the Royal Institution of Naval Architects.
British driving licence.