

Curriculum Vitae

1. PERSONAL DETAILS

Name: Theo Kai Samuel Jalil
Email: theojalil@googlemail.com
Date of Birth: 08/06/1984
Nationality: British

2. EDUCATION and QUALIFICATIONS

University of Teesside, Middlesbrough
Sept 2002 - June 2008

BA (Hons) Degree: Computer Games Art: Graduated in the First Class
This Degree is tailored to the creation of artistic assets relevant to the Computer Games Industry.

Final Year Modules: Final Year Project (60 credit), Advanced Animation for Games, Effects for Games, Games Interface Design

2nd Year Modules: Environmental Modeling for Games, Animation for Games, Digital Imaging and Texturing, Drawing and Composition 2, Game Level Design

1st Year Modules: Introduction to 3D modeling for games, Drawing and Composition 1, History of Games, Professional Studies, Studio Tools

East Norfolk VI Form College, Gt.Yarmouth
Sept 2000 - July 2002

A Level: Computing, (Grade C)

A Level: Mathematics, (Grade C)

A Level: Physics, (Grade C)

Hobart High School, Loddon, Norfolk
Sept 1996 - July 2000

GCSE: 9 GCSEs at grades A* to B including English (Grade A) and Maths (Grade A)

3. EMPLOYMENT / EXPERIENCE

March 2009 - Present

Cherry Lane Garden Centre, Fritton, Norfolk
Stock Replenisher / Cashier (*Full + part Time*)

June 2008 - July 2008

Browne and Sons Ltd, Loddon, Norfolk
Delivery Driver / Car Valeter (*Full Time*)

August 2006 - August 2007

Bizarre Creations Ltd, Speke, Liverpool
Junior Artist (Full Time)
12 month placement scheme, working on
"Project Gotham Racing 4"

July 2005 - September 2005

Loddon Limited, Norwich, Norfolk
Casual Labourer (Full Time)
Work as part of a team making horse enclosures.

November 2004 - July 2005

Pizza Hut Limited, Middlesbrough, Cleveland
Delivery Driver (Part Time)

July 2004

ASAP Supplies Limited, Beccles, Suffolk
Warehouse picker / packer (Full Time)

4. ADDITIONAL INFORMATION

Technical:

- Technical Artist capable of working with both computer-generated and traditional hand-drawn / paper-based graphical visualization techniques to professional standards and deadlines.
- Fully Computer Literate and proficient with the following software:
3D-Studio Max 9, AutoDesk Maya 7, Adobe Photoshop CS, HTML/XHTML, CSS, Adobe Flash CS3, MS office Suite (Microsoft Word, Excel etc)
- Specialist skills include Modeling, Mechanical Rigging and Animation, Creation of Textures, Bump and Normal Mapping
- Have worked closely with programmers in a professional capacity and have background knowledge of the C/C++ programming language.
- Full UK Driver's License and own transport

Personal:

- Was Short-listed in the Royal Television Society Awards (NE & Borders) in 2009 for the Student Animation Awards
- Have created and contributed to numerous 'mods' for games including modeling vehicles for Rockstar's "*Grand theft Auto 3*" / "*GTA Vice City*" and writing mission scripts for Reflections' "*Driver*"
- Have participated in numerous beta testing sessions of "*DRIV3R*", "*Boiling Point: Road to Hell*", and "*Driver Parallel Lines*" at Reflections Interactive, Newcastle
- Worked with a fellow student on racing game "*SAAB SIMULATOR*" creating vehicle models and HUD art.
- An avid Classic Car fan. Excellent technical knowledge of cars. Previously commissioned to restore a 1967 Wolseley 1800 and currently driving / restoring a 1984 Saab 99