

Ryan Lavery
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Personal Statement

Having recently completed a 4 year course in Animation and Games art, I am well versed in many aspects of game design including 3D animation, creative media production, 3D modelling and 3D environment production.

I am seeking a role in the sector of 3D animation and modelling which will enable me to contribute my skills and knowledge as well as further increasing my knowledge of this field and providing me with valuable hands on experience

Education and Qualifications

University - **University of Sunderland**

Bachelor of Arts second class honours (1st division) Animation and Games and Art.

College - **Gateshead College**

BTEC Level 3 diploma creative media production - double grade distinction.

GCSE's - **Cardinal Hume Catholic School**

English language and Literature – C.

Maths – C.

Science – C.

Skills

- 3D Animation
- 3D Environment Modelling
- Creativity
- Teamwork
- Problem Solving
- Project Management
- Attention to detail
- Writing/literacy
- Adaptability
- Research
- Computing, both creative and technical.

Hobbies/Interests

- Computing – I like to keep up to date with computing, including software, hardware and advancements in technology.
- Writing – I enjoy writing, both fiction and non-fiction.
- Travel.
- Building computers.
- Cooking.
- Game design including 3D animation / creative media production / 3D modeling / computer game design / story development in computer games / 3D environments.