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Thomas Beswick

Date of Birth: 21/10/1985	Nationality: British
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Objective

To participate in the production of multimedia, preferably in the interactive media sector where my creative initiative, ideas and a genuine enthusiasm would allow me to progress.

Academic

2005-July 2009: Hedmark University Collage
Bachelor of Interactive Media Creative Arts

Modules included:

- Animation and Interactivity
- Design and Storyboarding
- History of Media, Play and Games
- Web and Interface Design
- Methods
- 3D modelling
- Game Design
- Video Production
- Interactive 3D Design
- Pilot Production

Specialization:

- 3D Animation
- 3D Character Rigging
- Plays and Direction for the Animation
- Concept Art
- Story and Character Development for Interactive Media

Pilot Production. The aim was to create a game pilot, developing everything from a concept document to final product, due to lack of programming education, my group chose to develop concept art and in game models and textures.

Technical Skills:

- Autodesk 3D Studio Max and Mudbox
- Adobe Photoshop, Flash, Dreamweaver, Premiere and After Effects
- Microsoft Visual Studio

2003-2005: Oppegård VGS, Oppegård, Norway
3 years of upper secondary education
Arts, Crafts and Design studies

1998-2003: Fløysbonn Ungdomskole, Oppegård, Norway

Creative

Ideas- Driven

Persuasive

**Strong
Technical Skills**

Self Starter

Enthusiastic

Teamworker

At work

- Jan 2009
-May 2009:** **Assistant teacher, 3D Modelling, Hedmark University**
Duties included assisting the lecturer in class and overseeing pupils handins.
- May 2008:** **Willie Nelson Concert, Hamar & Halden**
Assisted in sales of merchandise.
- Aug 2007
-Dec 2007:** **Assistant teacher, Flash, Hedmark University**
Duties included lecturing in Action Script 3 and overseeing pupils handins.

Achievements

- Sep 2009:** **Gamecamp.no event speaker, Oslo**
Held a a stand about Gamecamp.no, XNA, and MyBeast
- Sep 2009:** **Gamecamp.no event speaker, Oslo**
Held a presentation about concept and design
- Aug 2009:** **GamesCom, Köln, Germany**
Held a stand presenting MyBeast
- May 2009:** **Gamecamp.no event speaker, Oslo**
Held a presentation about game design
- May 2009:** **Norwegian Game Awards, Trondheim**
Won best concept with iBeast design document
- Apr 2009:** **The Gathering, Hamar**
Won third place best game with Grill Simulator 360
- Apr 2008:** **The Gathering, Hamar**
Won third place best Demo with DethBot
- Nov 2007:** **EA Sim City Societies competition, Hamar**
Won second place with The Sims: Still Puzzled
<http://beagle.hihm.no/101920/flash/ea/>
- April 2000:
-April 2007** **The Gathering, Hamar**
Numerous minor places in various competitions

What do I do in my spare time?

- ❑ I enjoy playing pen and paper role playing games with my friends, usually we play Dungeons and Dragons and World of Darkness.
- ❑ I collect and paint Citadel Miniatures, primarily Warhammer Fantasy Battles and Warhammer 40k. Though I mostly just collect, I have also played a few matches.
- ❑ I often sit working on various projects I have going, usually just so I can learn new things, currently I am playing around learning XNA.

Referees

Renate Andersen

Lecturer in 3D Animation
Interactive Media Creative Arts
Hedmark University Collage

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XNA & DirectX MVP

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