

FERGUS MURPHY

3D ARTIST

Contact

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Portfolio/Show Reel

fergusjmurphy.com

Education

2012 – 2014

London Metropolitan University

First class honours degree in 3D modelling and computer game design

Dissertation

The production and development in 3d printing software and hardware. For concept art and merchandising.

Extra curricular

Attended the 2012 and 2013 'Brains Eden' game jams Held at Anglia Ruskin University, Cambridge.

Indie game

A small team and I are working on our own independent game. I am creating the 2D assets please follow the link to the game progress blog.
gamefjm.blogspot.co.uk

A strong knowledge of multiple 3D software packages and the adobe suite that have been used to execute high quality projects.

My skills lie in hard and soft edge design in Maya and Mudbox my skill set also extends to low and high poly game assets as well as the preparation of STL files for the purposes of 3D printing. My background is in fine art, I have strong understanding of 2D art techniques which I have used to create a portfolio of concept art and 2D digitally painted game assets.

Software

- Maya
- Mudbox
- Space claim
- Sketch up
- Adobe Suit
- ZBrush

Skill Set

- 3D modelling
- Texturing
- Rendering (mental ray)
- Rigging
- Key frame animation
- Maya effects



Employment History

July 2014 – Present

M.is.com

April – May 2016

<http://www.m-is.com/>

Auto Cad and sketchup technician

Cubit Games

February 2016

<http://gearsofeden.com/>

Concept artist for indie game "Gears of Eden"

NHS

November 2015 – May 2016

lead asset creator for series of 2D animations

Janie Lightfoot Textiles LLP

October 2015

3D artist

SPT Charity.

Teaching Adobe Photoshop and sketch up courses.

June 2015 – Present June 2016

teaching Photoshop and sketchup to orthodox Jewish community members as a part of a societal integration effort by the SPT charity

Orange Elephant Restaurant.

3D Visualisation and Interior Design

orangeelephantsteak.com

May – September 2015

Full 3D model and renders for the purpose of interior visualisation as well as accurate bar and kitchen specs for contractors to carry out designs.

Matthew Stone, Artist and Photographer

Matthewstone.co.uk

April – May 2015

Working closely with the artist in Maya to recreate his compositions in a 3D space to create accurate shadows and depth. These works were exhibited at The Hole gallery in New York in late May 2015.

theholenyc.com

Propelia

Freelance 3D artist

October - November 2014 June - July

Brief: To design, 3D model and create a 3D printable STL file of 3D logo to be used as part of a larger creative identity for the brand. This had to work in tandem with the designer of a new book as well as contribute to creation of a cityscape concept in an upcoming animation. I worked with the designer, animator, printers and company's curator to produce a 3D printed design that was aesthetic in its own right and worked alongside the other media.

Bemerton Villages Management

Islington Council

July – September 2014

Brief: To produce an accurate scale 3D model of Bemerton Estate using 3D software 'Maya' and 'Sketch Up'. The 3D model was used as a public creative consultation device to allow members of the community to contribute their thoughts and opinions as to how the estate could be improved and changed.

References Available on Request