

Jaime Mabert Da Cunha

Address: Please message me via email (*Available for relocation*)

Mobile: Please message me via email

Email: JayMDaCunha@hotmail.com

Portfolio: www.jaynme.co.uk

Blog: <https://www.jaynme.co.uk/blog>

Artist with Programming background and Photographer

PERSONAL PROFILE:

An observant, meticulous, conscientious individual with a good time keeping record who can use own initiative and takes pride in any job that is required of me. Seeking employment with a reputable organization that would fully appreciate and utilize skills gained in education. Possess strong creative flair and broad knowledge of design industry and retail sectors. Able to work accurately and quickly under pressure and maintain strict deadlines. Able to work within a team and independently to the same standard. Willing to undertake any necessary further training to gain suitable employment that would provide the scope for career progression and a challenge.

KEY SKILLS:

- Strong communication, interpersonal and organizational skills.
- Strong educational background including Game Development, Mathematics and IT.
- Highly creative flair and attention to detail.
- Level Designs in Unreal Engine & Unity.
- Knowledge of C# and C++, Java, Unreal Blueprints, Blender, 3DS Max, Maya, Photoshop.
- Box modeling, Sculpting, Retopology, UVmapping, Texturing, Character Rigging.
- Keen eye in Photography.
- Retail experience, proficient in offering excellent customer service.

EDUCATIONAL QUALIFICATIONS:

University of Westminster Cavendish
BSc (Hons) Computer Games Development

Sept 14 – July 18
(Upper Second Class, 2:1)

South Thames College Wandsworth
BTEC National Extended Diploma Level 3 in Game Development

Sept 12 - June 14
(MMP)

Cardinal Wiseman High School
GCSE'S

Sept 07 - June 12
(6 A- C GCSE's)*

EMPLOYMENT

2nd December 2017

Wedding Afterparty, London

- Capture images of the married couple, their guests, food and environment, taking all aspects into consideration, including outside lighting, shadows, and lens requirements.
- Edit and pre-edit images to ensure they are high quality and properly color corrected.

Aug 2015 – Oct 2017

Sainsbury's, London

- Picking & Packing items for customers.
- Offering alternative products to customers based on own opinions and/or idea.
- Meeting health and safety needs of fish, meat etc.
- Talking to customers about promotions available in store

4th August 2017

Patrick Cox Shoe Designer, London

- Capture images of Patrick Cox, his two bulldogs and his house, taking all aspects into consideration, including outside lighting, shadows, and lens requirements.
- Edit and pre-edit images to ensure they are high quality and properly color corrected.

OTHER

University of Westminster Game Jam 2018 **Best Game Award Winner**

Brains Eden Game Jam 2018 **Participant**

Graz, Austria to London International Student Hackathon **Participant**

PERSONAL INTERESTS & HOBBIES:

I love to take photos with my D500 DSLR camera, I use four different lenses to help take a variety of different shots. I enjoy photography enough that I use it as my side job, earning some money by doing photoshoots for people and events, some examples of this can be found on the portfolio linked at the top of my CV. I also enjoy socializing with friends and family, watching movies, meeting new people and always learning about new things. I enjoy playing football, ice skating, swimming and playing video games in my spare time.

I am currently working on two projects. The first project is a level design of a visual story based on an alliance of forgotten civilizations. The second is an underwater ecosystem full of life, creating a whole game using my coding, 3D modelling, Rigging & Animation and Level Design skills. An in-depth explanation of these two projects can be found on my blog, which is accessible from the link at the top of my CV. I have entered three games jams and have won one of them. I have been a modeler and level artist on all three of them and have been a helping hand on coding too.

REFERENCES:

REFERENCES ARE AVAILABLE ON REQUEST