



Adam Hayward

3D Artist

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Summary

Enthusiastic game development graduate, looking for an opportunity to join the games industry and prove myself in an artistic capacity. My aim is to create immersive experiences that players want to lose themselves in.

Skills

3D Modelling, HDRI Maps, Lighting, LODs, Photorealism, Playtesting, Quality Assurance, Stress Testing, Texturing, UV Mapping

Software

Adobe Substance 3D Painter, Photoshop, Autodesk Maya, Blender, Unreal Engine

Summary of Qualifications

- Bachelor of Arts Degree (2:1)
- Foundation Degree in Games Design (70% - High Merit)
- Level 3 Computing in IT
- Level 2 Web and Games
- GCSE English and Maths (Grade C)

Education

ACM - Bachelor of Arts (with Hons)

January 2024 - August 2024

I chose the Art and Animation pathway to further my interest in environment design. The course led me to experiment with different industry standard lighting techniques, to try and create a mood within a setting to enhance a narrative.

Volunteering

- University Student Rep.
- GDLX Games Expo 2025.
- EA Pre-Release Feedback Program Member.

Professional Experience

Sainsbury's - Sales Assistant.

June 2014 - Sept 2021, Oct 2024 - Present

- Home, Newspapers & Magazines, Entertainment departments
- Click and Collect
- Stocking shelves
- Customer Service
- Disposals and Returns
- Promotional Changes

Universally Speaking - QA Technician

July 2022 - December 2022

- Worked on 2 AAA titles.
- Gained experience working in a fast-paced environment.
- Troubleshooting
- Reporting issues to the client.
- Stress Testing
- Independent inquiries
- Multiple platform testing (PlayStation, Xbox, Switch, PC)

References available upon request.