

Dirk Lambert

Curriculum Vitae

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Employment

- Jul.2010 - Nov.2010** **Electronic Arts, Guildford** ('Spare Parts', 'Sherwood')
- **[MAYA]**
 - polishing and finalising game levels for final approval ('Spare Parts')
 - level building ('Sherwood')
- Jan.2009 - Apr.2010** **Ignition London** (formerly Digi-Guys)
- **[MODO, ZBrush & Lightwave]**
 - hard surface modelling for 'Wardevil'
 - high end sub-division and polygon models alongside low poly models and 'baking down' the textures
- Jan.2004 - Jul.2008** **Sony Computer Entertainment Europe** ('Fired Up', 'HOME' and 'Eight Days')
- **[MAYA, Photoshop]**
 - developing production processes and establishing shader requirements
 - creating models and environments for PSP and PS3 from concept to final stage (modeling, texturing and lighting)
 - authoring documents on production guidelines for outsourcing companies
 - time and work management using Hansoft
- Feb.2003 - Nov.2003** **blue52** ('Lion King')
- **[3D Studio Max]**
 - modeling, texture mapping and lighting/vertex painting environments and character models according to Disney reference and design documents
 - creating textures and backgrounds in Photoshop and Painter
 - animating objects and environments
- Mar.2001 - Dec.2002** **Reflections Interactive** ('Driver 3')
- **[3D Studio Max]**
 - creating day and night-time textures from photographs (retouching, colour correction, sharpening, removing shadows etc.) using Adobe Photoshop
 - creating and texture mapping polygon and patch in-game models including physics, shadow, LOD and LOD shadow models
 - file management using Alienbrain

- Sep.1991 - Sep.2000** **Cosprop**, London
 - men's costume making
- Jan.1991 - Aug.1991** **Altonaer Theater**, Hamburg/Germany
 - men's costume making
- Aug.1990 - Oct.1990** **Schauspielhaus Hamburg**, Hamburg/Germany
 - men's costume making
- Sep.1989 - Jun.1990** **Cosprop**, London
 - men's costume making
- Apr.1989 - Sep.1989** **Norman Hartnell**, London
 - ladies bespoke tailoring
- Feb.1988 - Dec.1988** **Hanns H. Maibauer**, Hamburg/Germany
 - mens bespoke tailoring

Education

- Dec.2007 – 01.2008** **CG Society Workshop**
 - Lighting and Rendering with Jeremy Birn / PIXAR Studio
- Apr.2006 – May.2006** **CG Society Workshop**
 - Creating Textures with Robin Cooper / PIXAR Studio
- Oct.2003 – Nov.2003** **Eni Oken Workshop**
 - Digital Texture Painting
- Oct.2000** **National Film and Television School** (The Finishing School)/London
 - 3D Studio Max Crammer Course
- Oct.1992 - Jun.1995** **Goldsmiths' College London**
 - BA (Hons) Fine Art
- Sep.1991 - Jun.1992** **London Guildhall University**
 - Foundation Course in Art and Design
- Oct.1985 - Jan.1988** **Anna-Siemsen-School School for Textiles & Clothing**, Hamburg/Germany
 - part of tailoring apprenticeship
- Sep.1985 - Mar.1988** **Hanns H. Maibauer**, Hamburg/Germany
 - apprenticeship in tailoring

Further Relevant

Skills

- **UNREAL Editor**
- **Crazybump**
- **xNormals**
- **xFrog**
- **Terragen**
- **Worldbuilder**
- **Illustrator**