

Critical_Review_Part1_OwainKell I_2004993

by Owain Kell

Submission date: 03-Mar-2023 12:27AM (UTC+0000)

Submission ID: 198369118

File name: 25537_Owain_Kell_Critical_Review_Part1_OwainKell_2004993_489603_493011795.docx (48.49K)

Word count: 1205

Character count: 11035

Specific	Measurable	Attainable	Relevant	Time-Based
Sleep Earlier	Going to bed and sleeping earlier by slowly allowing my body to adjust to the earlier times, and setting alarms to wake up earlier in the day	Setting aside two days one week, moving up each week will allow me to sleep earlier over time, and setting alarms in the morning will allow me to wake up and be more productive in the day rather than at night.	They are relevant so I can look after my body more, and not struggle as much with concentrating on work	2 days – week 1 3 days – week 2 Review 5 days week 3 can start within the week
Practice organising UV unwrapping on my texture sheets	Using more Seam lines rather than auto unwrap, and organising my UVs from what's important, to less important on a Texture sheet.	Every time I model something or get to the point of Unwrapping, I will set aside more time for the unwrap. I will properly organise my UVs so I know what's important and will require more pixels over others.	This will improve my work more and allow my work to stand out more.	Overtime One Unwrap a Week 10-30 minutes can start within the week
Set aside time to exercise again	Using my home equipment again and working out to better help my self-image and confidence, as well as my health	Doing what I did before, start by doing a small amount of time, for one day, and slowly increase this so it becomes part of my schedule.	This will improve my health in the long run, as well as help build myself confidence.	30 minutes – Once a week 30 Minutes – Twice a week 1 hour Twice a week can start within the month
Learn Sculpting in Blender	Look at tutorials and play around with the sculpting mechanic in blender.	Practicing a little bit over time, will help me learn how to sculpt, and allow me to create more organic mesh's. Tutorials - Link 1 - https://www.youtube.com/watch?v=VYuUIQO-kYE Link 2 - https://www.youtube.com/watch?v=irWAjPQyYzg Link 3 https://www.youtube.com/watch?v=nyZLLPQwMp4	This will allow me to improve my modelling skill and allow me to create more detailed parts that I wouldn't have been able to before.	1 hour a week look at tutorials/Practice can start within the year
Learn how to create Materials in Substance	Look at tutorials and play around with creating materials, or smart materials within Substance Painter	Practice over time to learn this new skill, which will allow me to add more detailed bumps, and normal maps for my models. Link 1- https://youtu.be/BAy68DbXNTk Link 2 https://youtu.be/AJT4S_DBKqg Link 3 https://youtu.be/BjAVcDkaoUI	This will improve my bumps and normal maps on my models, and make my work stand out more and be more personalised.	1 hour a week look at tutorials/Practice can start within the year

Find 3 potential studios/Jobs for when I graduate	Look up on google about potential jobs that are about the course I have been doing.	Giving 20 or so minutes of searching on website like Indeed.com about Games design or similar studio jobs	This will give me a head start within my class and chelp me have a list of potential I employers for when I graduate.	20 minutes by next Tuesday can start within the week
--	---	---	---	--

Cover letter

Owain Kell
Grove End, 89 Hill Steet
Haverfordwest
Pembrokeshire
Wales
SA611QL
07495912641
28/02/2023.

Wushu Studios
2nd floor, 31 Parliament St
Liverpool
England
L8 5RN

Dear Madam/Sir

I am writing to you regarding your Graduate 3D Artist job position, as advertised on Indeed.com, Google and Workable.com. I have been creating 3D art for 3 years as part of my course in UWTSD and I believe I am qualified and ideal for this position.

In the listing you posted you mentioned you are looking for someone who is adept at 3D modelling, and texturing, as well as placing assets within a game world to bring it to life. Within the three years at UWTSD, I have gathered skills within Blender and Maya for 3d modelling, as well as Substance painter for texturing. Also, within this time I have gained experience working with game engines and creating worlds with the assets I and others have created cooperatively. As well as this, I have gathered skills through Photoshop to aid me with my texturing. Through my journey with learning proper texturing via Substance Painter, I have learnt how to use PBR Materials for my work and apply them within engines and modelling software too.

I firmly believe I would be a suitable choice for this position as not only do I fit the criteria for the requirements, but also through learning at university, and the 5 years of experience I have had working for McDonald's, I have become a very patient and hard-working person. I have also gained experience working within a team, helping to organise, and run a team, and working by myself and setting myself deadlines to get work done. I have also included my CV, which goes more into detail on my educational background, as well as work experience. Thank you for your time and consideration and I look forward to hearing back from you.

Please feel free to contact me through my email at boyowain12@hotmail.co.uk or my mobile number at 07495912641. I am available to contact all through the week, and I am happy to answer any questions you may have.

Yours faithfully,

Owain Kell

Job List

Employment Data Base



Employment_datab
ase.xlsx

Bibliography

- Blender, a open source 3D modelling software, created by Ton Roosendaal in the Netherlands, May 2002.
- Substance painter, 3D painting and Texturing tool, created in 2007 by Allegorithmic, acquired by Adobe in January 2019.
- Maya, A 3D Modeling and animation software, created by Autodesk on the first of February 1998
- Adobe Photoshop, a photo editing software, created on the 19th of February, 1990.
- Blender Tutorial 1 –<https://www.youtube.com/watch?v=VYuUIQO-kYE>
- Blender tutorial 2- <https://www.youtube.com/watch?v=irWAjPQyYzg>
- Blender tutorial 3-<https://www.youtube.com/watch?v=nyZLLPQwMp4>
- Substance painter tutorial 1-<https://youtu.be/BAy68DbXNTk>
- Substance painter tutorial 2-https://youtu.be/AJT4S_DBKgg
- Substance painter tutorial 3- <https://youtu.be/BjAVcDkaoUI>
- How to write a cover letter by Grammarly -https://www.grammarly.com/blog/write-cover-letter/?gclid=CjwKCAiAr4GgBhBFEiwAgwORre-KbiDsk8glrVUCygbWbJlNgqjrxolFkiERFy_mrFaly9YwgaDnPxoCXNAQAvD_BwE&gclsrc=aw.ds
- How to write a cover letter by Indeed - <https://uk.indeed.com/career-advice/cvs-cover-letters/how-to-write-a-cover-letter>

Jobs

- Ubisoft Studios - Post Graduate position- <https://www.ubisoft.com/en-us/company/careers/interns-graduates/ubisoft-graduate-program>
- Rebellion Games Post Graduate Position- <https://uk.indeed.com/viewjob?jk=aa20d1cfbf9ff496&tk=1gp7o1cgijkmc802&from=serp&vjs=3>
- Junior Content Game Designer for outplay Entertainment- <https://uk.indeed.com/viewjob?jk=6964e42b3b083a73&tk=1gp7o86m22id0001&from=serp&vjs=3>
- 343 Studios, Game Designer/3D Artist- <https://www.linkedin.com/company/343-industries> & <https://www.343industries.com/careers>
- Rare ware Studios- <https://www.rare.co.uk/careers>
- Play N Go Studios -Game Designer - <https://uk.indeed.com/viewjob?jk=488a84b420b0f46f&tk=1gpftitf4k99o801&from=serp&vjs=3>

- Adrem Group - VR Game Designer- https://www.glassdoor.co.uk/job-listing/vr-game-designer-adrem-group-JV_IC2671300_KO0,16_KE17,28.htm?jl=1008429430516&pos=110&ao=1136043&s=58&guid=000001865fdda0519e3be41bae38a952&src=GD_JOB_AD&t=SR&vt=w&cs=1_da67d91e&cb=1676645605806&jobListingId=1008429430516&jrtk=3-0-1gpfr84eharh801-1gpfr84ui7ns800-dee600811f89fd74-&ctt=1676645762992
- Frontier Developments - Post graduate Game designer - https://www.google.com/search?q=graduate+games+design+jobs&rlz=1C1GCEJ_enGB1043GB1045&oq=graduate+games+design+jo&aqs=chrome.0.0i512j69i57j0i22i30i625j0i390l2&sourceid=chrome&ie=UTF-8&ibp=htl;jobs&sa=X&sqi=2&ved=2ahUKEwj2prmg65z9AhXe_rslHSOvAk8Qkd0GegQIKxAB#pstate=tldetail&htiq=jobs&htiq=graduate+games+design+jobs&htidocid=y2g1OTozmrAAA_AAAAAAAAAA%3D%3D
- Half Brick Studios - Post graduate- <https://www.halfbrick.com/graduates> - Form Submission
- Two Point studios - 3D Artist- <https://careers.sega.co.uk/vacancies/3d-artist>
- wushu studios - Graduate 3D Artist- <https://startup.jobs/graduate-3d-artist-wushu-studios-4192035>
- IN4.0 Talent Limited - VR Games 3D Artist- https://www.totaljobs.com/job/3d-artist-vr-games/in4-0-talent-limited-job99959158?WT.mc_id=A_RE_ZPRPPC_MP2a_C23_32_TJ
- the Planet group - 3D Modeller / 3D Artist- https://www.cv-library.co.uk/job/218763512/3D-Modeller-3D-Artist?rx_a=70&rx_campaign=zpalerts0&rx_ch=jobp4p&rx_group=128350&rx_job=218763512&rx_medium=CPA&rx_r=none&rx_source=ziprecruiter&rx_ts=20230302T160408Z&rx_vp=cpc&s=104342&utm_source=ziprecruiter&utm_medium=referral&utm_campaign=cpa&cid=142132dd-2111-41cc-b270-861c3cf79bfb&rx_viewer=22538baab93111edbfba790b41aa4d1d625bd7fd040d4732bd21fc543b7b2343
- Career Moves Limited - 3D Artist- https://www.cv-library.co.uk/job/218677456/3D-Artist?rx_a=70&rx_campaign=zpalerts0&rx_ch=jobp4p&rx_group=128350&rx_job=218677456&rx_medium=CPA&rx_r=none&rx_source=ziprecruiter&rx_ts=20230302T160408Z&rx_vp=cpc&s=104342&utm_source=ziprecruiter&utm_medium=referral&utm_campaign=cpa&cid=67854fb7-0c0a-4b47-b18e-4a416fb26677&rx_viewer=22538baab93111edbfba790b41aa4d1d625bd7fd040d4732bd21fc543b7b2343
- Bennett & Game - Junior Designer - https://www.cv-library.co.uk/job/218677456/3D-Artist?rx_a=70&rx_campaign=zpalerts0&rx_ch=jobp4p&rx_group=128350&rx_job=218677456&rx_medium=CPA&rx_r=none&rx_source=ziprecruiter&rx_ts=20230302T160408Z&rx_vp=cpc&s=104342&utm_source=ziprecruiter&utm_medium=referral&utm_campaign=cpa&cid=67854fb7-0c0a-4b47-b18e-4a416fb26677&rx_viewer=22538baab93111edbfba790b41aa4d1d625bd7fd040d4732bd21fc543b7b2343

- Virtual Arts - Graduate 3D Generalist - https://www.glassdoor.co.uk/job-listing/graduate-junior-3d-generalist-virtual-arts-JV_IC2662516_KO0,29_KE30,42.htm?jl=1008022980768&pos=111&ao=1110586&s=58&guid=00000186a3df81b0bbf6be4277440c34&src=GD_JOB_AD&t=SR&vt=w&uido=6E987A34189F2888AAEDDC07ED58A69B&ea=1&cs=1_a269ea29&cb=1677786579656&jobListingId=1008022980768&cpc=6FC5BA77C9A4CD78&jrtk=3-0-1gqhtv0eq2bmn001-1gqhtv0fqk254800-82b3bbc05ec98911--6NYIbfn0AcuqblwQUESrF_i-fmdTe301Sgo4PFevuZfuWh3LXlmjARvCd0k7Q0n0kseEgV8uNTwseB7592v_Jhs36MflaUcm9VDC-PY8Pi-ciu_qPJBclalU-xhBX74ymZiJVjYXmJrz4HYlJaJt5Sd5HXk2nenX6m4vw5OodhzdhkuHyyQcHIEbqmg075OCokCc9wScuisTHEJtNRXe7Xcl729346dm8m4egup29Qu6tvSzxU2ekeil6mfCYn752Mm1c7GW7EiVA550chG1zwL7W0N08Yc7YYgdHJt8-Scok4r6yygymvhS2zYWzyvj8HyyZxMYzc-o80r9_NXcSd-ulGxKcLdsVhJ4BmmEu9qbO7mq5Akkn9MnPNQ7glx1tr3f29_4VkuQg7WG6SmiiQs-NOX6Me8chijbKekU78x-MyXLMUaRcSMTGTkyGL4VnDZt4m1bpwL24EnE_i_a28xnHVjqUU-Dk4Ax3IAyiBIWbtweN2jSZqT_VIC0fB6fYMyJCpavJpRzC9mgaLJV6rKb5t5WomiEo-cVinvD6kkNUKJa_zAx5Hlv151klDf5jH_DpRYm9PiSSQ1MXPQ%253D%253D&ctt=1677786684239
- Pshyco hound - Games Design- <https://www.psychohound.com/contact>
- Facepunch Studios - 3D artist- https://www.gamesjobsdirect.com/job/facepunch-studios/3d-artist-rust/217901?utm_campaign=google_jobs_apply&utm_source=google_jobs_apply&utm_medium=organic
- Indiebox Studios - 3D Artist- https://uk.linkedin.com/jobs/view/3d-artist-at-indiebox-studios-3503819221?utm_campaign=google_jobs_apply&utm_source=google_jobs_apply&utm_medium=organic
- Climax Studios - Level Designer - https://www.adzuna.co.uk/jobs/details/385222221?v=7033061EFBCD471714B9FE2895EEAF4A2A0951F3&ccd=1eabe06c741976d0b52889d53b843b25&frd=65d2d542a09749b8f3723f645c5976c9&r=12313832&utm_source=linkedin3&utm_medium=organic&chnlid=1936&a=e
- TT Games - Level Designer - https://careers.wbd.com/global/en/job/WAMEGLOBALR000044952EXTERNALENGL0BAL/Level-Designer?utm_source=linkedin&utm_medium=phenom-feeds
- Senitor associates - Games Designer- https://uk.linkedin.com/jobs/view/games-designer-at-senitor-associates-3508147188?refId=qaSYmQgBtylr8NtCu4o3TA%3D%3D&trackingId=LkpSw87tuhU5cB8rP%2B9LYw%3D%3D&trk=public_jobs_topcard-title

Job Websites used

- Mandy - Mandy.com
- Zip Recruiter - ZipRecruiter.co.uk

- Glass Door - GlassDoor.co.uk
- Screenskills Wales - <https://www.screenskills.com/news/spotlight-screenskills-support-in-wales/>
- Indeed - <https://uk.indeed.com/?r=us>
- ScreenSkills Wales Job Map - <https://map.gamesmap.uk/39539d96-6eae-4a24-b894-fc75399b972c?categories=games-company#viewport=%7B%22zoom%22%3A8%2C%22latitude%22%3A51.87%2C%22longitude%22%3A-4.246%2C%22bearing%22%3A0%2C%22pitch%22%3A0%7D>

FINAL GRADE

61 / 100

GENERAL COMMENTS

Instructor

1. Engagement With Literature Skills (52%)

Research has been evidenced in the submitted work and can be seen as links in the PDP and jobsearch database. This is also accompanied by a Bibliography that covers a good range of related topics. I would also recommend that you use IEEE formatting for bibliographies for any remaining assessments between now and graduation, as these can earn you more marks for academic ability.

2. Knowledge & Understanding Skills (58%)

A good understanding of the purpose of each document in the assessment is evident in the submitted work. Both the PDP and jobsearch database exceed the minimum requirements specified – this is good. You want to have as much information as possible when considering job applications and self-development, as both will go a long way toward building your future.

3. Cognitive & Intellectual Skills (65%)

The PDP shows evidence of analysis and critical thinking when considering measurable targets and why these are relevant. This is good to see. Use of SMART categories in this exercise is good to see.

Additionally, goals are measured not in vague timescales but in days or even minutes/hours – hopefully these smaller tasks will be attainable, and you can use this confidence to move onto more ambitious tasks that may take a little longer.

4. Practical Application Skills (62%)

The PDP is well structured and easy to read.

A good amount of potential job listings have been included in the database. It would be a good idea to construct a list of companies (with contact details) following this as the job listings are usually taken down after a short time – it'd be good to have a more permanent point of contact with companies as you can send speculative applications at any point, even if they are not advertising job positions at the time.

The cover letter is written confidently and draws attention to both hard and soft skills – this is good as it is usually a requirement to mention both in a document of this type. You may want to consider setting up a 'professional' email account for job applications – this is another factor that can help (or hinder) a first impression!

5. Transferrable Skills for Life and Professional Practice (64%)

All elements of the assessment brief have been completed successfully and have been submitted to Turnitin by the specified deadline.

It may be an idea to include your name within the content of future submissions (e.g. header/footer or title page) as this helps us with archived submissions.

PAGE 1

PAGE 2

PAGE 3

PAGE 4

PAGE 5

PAGE 6

PAGE 7

PAGE 8
