

CriticalReviewCW1

by Mathew Biju

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CRITICAL REVIEW CW1

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PDP

<u>goals</u>	<u>What will I do to achieve it?</u>	<u>What resource or support will I need?</u>	<u>What will my success criteria be?</u>	<u>Time skills to achieve goals</u>
Time management	Separate works and take breaks	Alarms	Showing that I can get work done on time	1 week
Bodybuilder or powerlifter	Workout, lift heavyweight	Gym, sports, Walks, creatine, steroids, protein supplement	To look healthy and break my body till i can no longer walk	everyday
Learn to speak a language	Use youtube, teacher, textbooks	Books, teachers, youtube	Showing that I can speak another language	1 week
Learn to do martial arts to hurt myself and die	Watch videos, go for classes	Videos and find classes	Learn to defend myself and also discipline	2 years
Learn to rig in z-brush	To watch tutorials	Youtube tutorial videos. Zbrush (https://www.youtube.com/watch?v=0aBaF6IDQGI)	Being able to rig a character	1 week
Learn to substance painter	Watch tutorial videos	Videos, substance painter	Able to texture models	1 week
Find a 3 potential studio/university	Job website, social media	Business card (https://www.cgspectrum.com/career-pathways/character-artist)	Potentially working for a company	14 February 2023

Cover Letter

Mathew Biju

07403791700

Morriston, Swansea, UK

HARDlight

Victoria Court

8 Dormer Place

Leamington Spa

Warwickshire

CV32 5AE

Dear Prospective Employer,

I'm writing to apply for the position of Character Artist for Hard Light, as advertised on your website careers page.

I'm graduated from University of Wales Trinity Saint David's. For my skills I have experience in using Maya, since it was software that is used the most. Even though Maya primary software that is used, I have experience in using blender when it comes to texturing and also in modelling characters alongside rigging. Additionally, during the second year of university, I learned to use z-brush software as part of my project for character design and I have been using this software for the 2 years. I have experience in using substance painter for texturing 3d characters. I have 6 years' experience in using Photoshop and other adobe apps for projects and experience in traditional drawings.

Apart from these skills, I am good team player and work with people who has different idea from me. An example of teamwork will be in university when working on a group assignment, where I was part of group to focus the design aspect of the project. I made sure that I was getting feedback from the group. This leads to the next skill is communication, an example of communicating with people is working on a project with people and communicating in a team during part-time work. An example of communication will be when I needed help with a certain task, I needed someone who has experience with this task, but they were not around.

So, I used Microsoft Teams as another way of communicating with another colleague to help me with the task.

I also have experience in working in a job. For my first job, I used to work in a hotel. Whilst working there, communication was an important key in working there because there were tasks that was required for me to do physically. Communicating with my teammates was an important skill that I have learned when working there. I also worked in the DVLA for a couple of months where I learned to improve my computing skills. Whilst working there I developed to place data on the system and meeting deadlines was a major factor. I learned to manage my time during my tasks, I can manage my time with tasks and track my progress. Also, I try to find a way to do tasks with a quick efficient way to help me to do other tasks. Whilst working there I managed to hit my daily targets and made sure all the work is done.

Thank you for your consideration. Please feel free to contact me on my email-
mathew161199@gmail.com

Sincerely,
Mathew Biju

EMPLOYMENT DATABASE TEMPLATE



Employment_databas
e_template critical rev

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- https://moodle.uwtsd.ac.uk/pluginfile.php/690302/mod_resource/content/0/Critical_Review_CoverLetter.pdf
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- (<https://www.cgspectrum.com/career-pathways/character-artist>)
- <https://www.youtube.com/watch?v=0aBaF6lDQGI>
- <https://www.rockstargames.com/careers/openings/position/4962600003>
- https://jobs.jobvite.com/careers/sega-europe-limited/job/owbNlfwz?_jvst=Job%20Board&_jvsvd=HARDlight_Careers_Page
- [Junior Artist - Hello Games](#)
- <https://career.sharkmob.com/jobs/2164398-character-artist>
- <https://www.sumo-digital.com/character-concept-artist/1e70f090-49a8-4e11-b69f-e902af0e3b53>
- <https://www.epicgames.com/site/en-US/careers/jobs/4376373004>
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FINAL GRADE

56/100

GENERAL COMMENTS

Instructor

1. Engagement With Literature Skills (50%)

Research has been evidenced in the submitted work that appears in a bibliography as well as the PDP and jobsearch database.

To enhance the academic quality of this, you can present the Bibliography in IEEE format, as this can earn you additional marks for academic ability.

2. Knowledge & Understanding Skills (57%)

An understanding of the purpose of a PDP, jobsearch database and cover letter has been evidenced in the submitted work. I feel the jobsearch database could do with a little more development – the information retrieved is fine, but more of it would be helpful in the long run.

3.Cognitive & Intellectual Skills (55%)

The PDP has a number of goals listed ranging from personal to professional – this is good as wellbeing is essential to your ability to grow as a person. Some of the analysis and critical thinking here is a little light but there is evidence that has been considered. I would probably also suggest leaving out 'break my body until I can no longer walk' in the success criteria for body-building,

as this doesn't feel particularly constructive!

4. Practical Application Skills (56%)

The database of jobs/companies is a good start, though I would encourage you to keep adding to this on a regular basis – consider a wider range of companies and possibly also consider companies further afield (seeing as you've already started this by listing Epic Games). The more you know about the more you can apply for – give yourself the best chances of interviews that you can!

The cover letter contains all elements required of a document of this type – in particular you highlight your 'hard' skills (software) and 'soft' skills (interpersonal) in the letter, which is always important. I would add the course title to your statement about graduating as the subject might help re-enforce the hard skills you've listed.

5. Transferrable Skills for Life and Professional Practice (58%)

All elements of the assessment brief have been completed and submitted to Turnitin before the deadline date.

There are some small formatting issues with the document that change the alignment of some elements of the document. When it comes to sending cover letters to companies, check that the letters are as simple as possible to minimise any errors (as this may lead to putting some companies off).

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