

Lyngveien 40,  
1182 Oslo, Norway

# Thomas Beswick

<b>Date of Birth:</b> 21/10/1985	<b>Nationality:</b> British
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## Objective

To participate in the production of multimedia, preferably in the interactive media sector where my creative initiative, ideas and a genuine enthusiasm would allow me to progress.

## Academic

**2005-July 2009: Hedmark University Collage  
Bachelor of Interactive Media Creative Arts**

### Modules included:

- Animation and Interactivity
- Design and Storyboarding
- History of Media, Play and Games
- Web and Interface Design
- Methods
- 3D modelling
- Game Design
- Video Production
- Interactive 3D Design
- Pilot Production

### Specialization:

- 3D Animation
- 3D Character Rigging
- Plays and Direction for the Animation
- Concept Art
- Story and Character Development for Interactive Media

**Pilot Production.** The aim was to create a game pilot, developing everything from a concept document to final product, due to lack of programming education, my group chose to develop concept art and in game models and textures.

### Technical Skills:

- Autodesk 3D Studio Max and Mudbox
- Adobe Photoshop, Flash, Dreamweaver, Premiere and After Effects
- Microsoft Visual Studio

**2003-2005: Oppegård VGS, Oppegård, Norway**  
3 years of upper secondary education  
Arts, Crafts and Design studies

**1998-2003: Fløysbonn Ungdomskole, Oppegård, Norway**

**Creative**  
**Ideas- Driven**  
**Persuasive**  
**Strong Technical Skills**  
**Self Starter**  
**Enthusiastic**  
**Teamworker**

## At work .....

- Jan 2009  
-May 2009:**           **Assistant teacher, 3D Modelling, Hedmark University**  
Duties included assisting the lecturer in class and overseeing pupils handins.
- May 2008:**           **Willie Nelson Concert, Hamar & Halden**  
Assisted in sales of merchandise.
- Aug 2007  
-Dec 2007:**           **Assistant teacher, Flash, Hedmark University**  
Duties included lecturing in Action Script 3 and overseeing pupils handins.

## Achievements

- Sep 2009:**           **Gamecamp.no event speaker, Oslo**  
Held a a stand about Gamecamp.no, XNA, and MyBeast
- Sep 2009:**           **Gamecamp.no event speaker, Oslo**  
Held a presentation about concept and design
- Aug 2009:**           **GamesCom, Köln, Germany**  
Held a stand presenting MyBeast
- May 2009:**           **Gamecamp.no event speaker, Oslo**  
Held a presentation about game design
- May 2009:**           **Norwegian Game Awards, Trondheim**  
Won best concept with iBeast design document
- Apr 2009:**           **The Gathering, Hamar**  
Won third place best game with Grill Simulator 360
- Apr 2008:**           **The Gathering, Hamar**  
Won third place best Demo with DethBot
- Nov 2007:**           **EA Sim City Societies competition, Hamar**  
Won second place with The Sims: Still Puzzled  
<http://beagle.hihm.no/101920/flash/ea/>
- April 2000:  
-April 2007**           **The Gathering, Hamar**  
Numerous minor places in various competitions

### What do I do in my spare time?

- ❑ I enjoy playing pen and paper role playing games with my friends, usually we play Dungeons and Dragons and World of Darkness.
- ❑ I collect and paint Citadel Miniatures, primarily Warhammer Fantasy Battles and Warhammer 40k. Though I mostly just collect, I have also played a few matches.
- ❑ I often sit working on various projects I have going, usually just so I can learn new things, currently I am playing around learning XNA.

### Referees

*Renate Andersen*

Lecturer in 3D Animation  
Interactive Media Creative Arts  
Hedmark University Collage

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*Petri Tapio Wilhelmsen*  
XNA & DirectX MVP

Senior Analyst  
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**Creative**

**Ideas- Driven**

**Persuasive**

**Strong  
Technical Skills**

**Self Starter**

**Enthusiastic**

**Teamworker**