

# CURRICULUM VITAE

## MICHAEL GROTE

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### CONTACT

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### GOAL

I am skilled in 2D CAD, 3D Modelling and Texturing so a job involving any of these areas would be my ideal job. Ultimately, leading a group of like-minded individuals in an exciting and inspiring environment is something I aspire to one day.

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### WHO AM I?

I was born January, 1981 in Barking, Essex but now live with my girlfriend in Abertillery, South Wales after meeting on holiday. In my most recent job I was a CAD operator for a large Fire & Security company by day and indulge in a passionate hobby of 3D Modelling/Texturing in the evenings. I have 12 years user experience in AutoCAD with 6 years industry experience and approximately 6 years user experience in 3DS Max.. Unfortunately my position at ADT was made redundant after large-scale cutbacks in July 2011 and I am currently looking for work and am able to start immediately.

My working life started out in Goss Components; an engineering company where I completed a 4 year Advanced Modern Apprenticeship in Mechanical Engineering. Here I learnt both the physical side of engineering, being trained on lathes, milling machines and such like, also, the theoretical side having a day release course (ONC and HNC in mechanical engineering) and the virtual side of things having at that point had my first taste of CAD. I liked it. I believe this gives me an advantage over other people that may have only studied one or two of these disciplines.

Since as far back as I can remember I have always been a creative and graphically-minded person which is why I love 3D Modelling and have been developing my skills in it ever since (predominantly self-taught).

Being classically taught via pen and paper I am skilled in all styles of CAD such as 2D drawing, isometric, orthographic and also I have a large interest in the 3D modelling side to the program. It was AutoCAD that lead me onto the 3d modelling and animation package 3DS Max that I regularly use as a hobby. I have created a wide range of 3D renders available here on my self-designed portfolio website.

I enjoy challenging myself to do things that I previously didn't know I could do and I have a strong problem-solving attitude. I don't like to be beaten by problems and I will try my best to resolve them in whatever situation they may arise.



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## SOFTWARE EXPERIENCE

- **Autodesk AutoCAD 2001i-2010** (12 years – Advanced 2D/3D)
- **Autodesk 3DS Max 7-2009** (6 years – Advanced)
- **Adobe Photoshop 6-CS3** (approx. 12years – Advanced)
- **Autodesk Mudbox 2009** (2 years – Intermediate)
- **Adobe Premiere Pro** (5 years – Intermediate)

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## WORK HISTORY

**CAD Technician** - September 2005 – July 2011  
ADT Fire & Security Ltd – Cardiff

This, being my current job, entails drawing up the system plans for the installation of Fire Detection, Intruder Detection and CCTV systems amongst others. Due to my enthusiasm in all things graphical, I am often also called upon to design and create things like front covers for large tenders to give a professional appearance to the companies work when submitting to clients.

**Mechanical Engineering Advanced Modern Apprenticeship** – August 1999 - August 2003  
Goss Components – Walthamstow

This is where I started my working life. I worked there 4 days a week being trained on mainly the practical side of engineering and making a wide range of hand tools and other objects. The theory side of mechanical engineering was covered by a day release course (2 years ONC, 2 years HNC) in mechanical engineering at Epping Forest College.

**CNC Wire Erosion Technician** - August 2003 - September 2005  
Goss Components – Walthamstow

After my AMA I was kept on to work for the same company and trained up as a Wire Erosion Technician and consequentially went on to run the Wire Erosion section single-handedly. This job involved the operation, upkeep and general maintenance of four separate CNC wire erosion machines used to make predominantly press tools for the production of strip metal contacts.

**Video Game Texture Artist** - October 2007 - August 2008  
Frantic Games – 1944 - Project Overlord

This was an exciting period where I was a team member of an independent games company called Frantic Games who were producing a large scale 2<sup>nd</sup> World War video game based on the events in and around Normandy. I was involved in texturing a large amount of models ranging from general environment props to tanks to all sorts of weapons. This was done voluntarily in my spare time. It was a very enjoyable and personally rewarding process being part of a large scale project like that.

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## EDUCATION

September 1997 - July 1999 - Highams Park GM Technology College (**A Levels**)  
August 1999 - August 2003 - Goss Components Ltd (**NVQ, Key Skills 3** and **AMA**)  
September 1999 - May 2003 - Epping Forest College (**ONC/HNC** and **City & Guilds CAD**)

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## QUALIFICATIONS



*Advanced Modern Apprenticeship with Indentures* – Mechanical Engineering

*Higher National Certificate (HNC)* – Mechanical Engineering

*National Certificate (ONC)* – Mechanical Engineering

*NVQ Engineering Production* - Level 3

*A Level* – Design & Technology

*A Level* – Art & Design

*City & Guilds 2D Computer Aided Design* - Level 4

*City & Guilds 2D Computer Aided Design* - Level 3

*City & Guilds 3D Design and Solid Modelling* - Level 3

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## PERSONAL QUALITIES

Friendly

Happy

Healthy

Calm

Diplomatic

Honest

Level-headed

## CAREER QUALITIES

Logical

Efficient

Accurate

Quick

Hard Working

Intuitive

Ability to stick to guidelines/deadlines

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## REFERENCES

### *Mr Steve Davies*

Design Team Leader

ADT Fire and Security

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Tel: (+44) 029-2042-2700

### *Mr Michael Gammond*

Tool-room Manager

Goss Components Ltd

43 Fulbourne Road

London

E17 4AF

Tel: (+44) 0208-527-5599

### *Mr Gareth Cobb*

Design Team Leader

ADT Fire and Security

Unit 5 Redwing Court Business Centre

Ashton Road

Romford

Essex

RM3 8QQ

Tel: (+44) 01708-544-000

### *Mr Ronan Hayes*

Lead Programmer/Producer

'1944 D-Day - Operation Overlord'

Frantic Games

Email: ronanhayes@franticgames.com

Thank you very much for taking the time to look over my CV.

If you haven't already please visit my online 3D portfolio at <http://www.mgrote.com>

I look forward to hearing from you.

**Michael Grote**

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