

# Résumé

**Name:** Michael David Grote

**Address**

**Date of Birth:** 5<sup>th</sup> January 1981

7 Rhiw Parc Road

**Website:** [www.mgrote.com](http://www.mgrote.com)

Abertillery

**Email:** [contact@mgrote.com](mailto:contact@mgrote.com)

Gwent

**Home Phone:** (+44) 01495-212-209

Wales

**Mobile:** (+44) 07743-448-376

NP13 1BS

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## CAREER GOAL

Due to my high interest and talent in CGI I am aiming for a job as either a modelling artist or as a texture artist as these are my strongest areas.

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## SUMMARY

Currently, my main job is working as a CAD technician working with AutoCAD 2010. Through college whilst on my Modern Apprenticeship I was introduced to AutoCAD and gradually made the transition to 3DS Max and find it a very exciting program to use. I have a very strong interest in the program in all areas and I feel modelling and texturing are my stronger areas and feel more comfortable doing them.

I have been an active team member and texture artist working on a large scale independent PC game called '1944 D-Day - Operation Overlord' by 'Frantic Games'. I was responsible for a large number of the textures for the in-game weapons, props, environment models and vehicles.

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## WORK HISTORY

August 1999 - August 2003	-	Goss Components Ltd – Modern Apprenticeship
August 2003 - September 2005	-	Goss Components – Wire Erosion Technician
October 2007 - August 2008	-	Frantic Games (Team Member)
September 2005 - Present	-	ADT Fire & Security – CAD Operator

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## SOFTWARE EXPERIENCE

(Please visit [www.mgrote.com](http://www.mgrote.com) for my online portfolio)

Software		Level of Knowledge
AutoCAD 2001i-2010	-	Advanced (in 2D and 3D drawing)
Autodesk Inventor	-	Novice
3DS Max 2009	-	Advanced
Adobe Photoshop 6-CS3	-	Relatively Advanced
Adobe Premiere Pro	-	Good Knowledge

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## QUALIFICATIONS

### A Level:

Design and Technology: Design	B (b)
Art and Design	B (b)

### City and Guilds:

Two Dimensional Computer Aided Design	Level 3
Two Dimensional Computer Aided Design	Level 4
Three Dimensional Design and Solid Modelling	Level 3

### BTEC:

National Certificate ( <b>ONC</b> )	19 Distinctions, 3 Merits
Higher National Certificate ( <b>HNC</b> )	11 Distinctions, 6 Merits

### EMTA Awards:

Advanced Modern Apprenticeship ( <b>AMA</b> ) with indentures	Mechanical Engineering
NVQ – Engineering Manufacture (Foundation)	Level 2
NVQ – Engineering Production	Level 3



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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** Day Release and City & Guilds CAD evening Courses)

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## INTERESTS & ACTIVITIES

I am very keen on film and have accumulated a large collection of DVDs, my favourites being both Star Wars and Lord of the Rings Trilogies. Although, due to my very strong interest in CGI, I've probably become more critical towards how their effects and models have been made rather than sitting back and enjoying the films.

I enjoy music, theatre, swimming, squash, badminton, good food, and free-hand drawing. I also have fond love for reading. I enjoy driving very much and hold a full UK driving licence.

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## REFERENCES

### **Mr. Ronan Hayes**

Lead Programmer/Producer  
'1944 D-Day - Operation Overlord'  
Frantic Games

### **Mr. Steve Davies**

Design Team Leader  
ADT Fire and Security  
ADT House  
Greenwood Close  
Cardiff Gate Business Park  
Cardiff  
CF23 8RD

Tel: (+44) 029-2042-2700

### **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. Michael Gammond**

Tool-room Manager  
Goss Components Ltd  
43 Fulbourne Road  
London  
E17 4AF

Tel: (+44) 0208-527-5599

