

# Doug Took

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## Summary

I am an extremely career driven candidate with a real passion for all things 3D and video, currently working in a highly technical role with enough room to show my artistic flair. I am looking to utilise the skills I have developed through previous experience to progress my expertise in 3D and video production. I am a quick and flexible learner and am particularly motivated to excel in the industry. Primarily a user of Maya, Adobe Suite, Unreal Engine and NukeX, but I am comfortable using a wide range of packages and can adapt quickly to various software and workflows.

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## Professional Experience

**12.2016 – present: Swift Vision**

**Manchester, UK**

Visual Artist

I was brought on at Swift, primarily an architectural print company, to enhance their presence in the digital market. While there, I taught workflows to my team to progress their traditional 2D offerings to a more interactive medium. After 6 months we had already begun selling augmented and virtual reality solutions to our clients for which I was instrumental. At the same time, I was also responsible for producing architectural renders and video to clients' requirements.

I enjoy my work at Swift Vision, but I feel the time has come to seek new challenges.

**06.2013 – 12.2016: Hidden Creative**

**Manchester, UK**

3D Generalist

While at Hidden, I quickly rose from intern to junior through to middleweight 3D artist. I headed up my own projects with full creative control, while liaising with clients to identify their needs. I managed two juniors to whom I delegated out tasks and took time to explain and educate them in the company's workflow, software, and techniques. Work at Hidden was highly varied, comprising of video production, high poly rendered stills, and realtime engine solutions to work on mobile, web and virtual reality.

The quick turnaround of projects meant that speed and accuracy were key to prevent holdups in the workflow.

I developed a forward-thinking pipeline in order to cut down on unnecessary repetition of work. I found work on the virtual reality projects rewarding as it was an interesting challenge to identify how I could push the medium.

As a generalist from a small 3D team, I gained experience in most disciplines. I had to liaise closely with the 2D design and developer departments and have great communications skills necessary for bringing a project together.

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## Education

<b>2011-2013</b>	<b>University of Salford</b> 3D Animation – MA. Distinction	<b>Manchester, UK</b>
<b>2007-2010</b>	<b>The University of Manchester</b> Physics and Astronomy – BSc. Honours	<b>Manchester, UK</b>

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## Technical Skills

**3D modelling, texturing and animation:** Maya, 3DS Max, Vray, Quixel Suite, Substance, Mudbox, Z-Brush.  
**Photo and video composition and editing:** Photoshop, NukeX, Premiere Pro, Final Cut Pro, After Effects  
**Realtime engine:** Unreal, Unity.  
**Other software:** Illustrator, InDesign.

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## Additional Information

Driving License: Full, Clean.

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## Interests

I am very active in the virtual reality scene and am currently developing a small VR game in my spare time. I enjoy working with hardware and build custom water-cooled PCs, along with the troubleshooting that goes with it when something inevitably doesn't go quite right! I am a very active person and like cycling, skiing and bouldering. When I need to relax, I make an attempt to get through my ever-growing watchlist of films.

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**Portfolio:** <https://dougtook.portfoliobox.net/>

**Referees available on request.**

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