

Perry Stringer

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Software Knowledge



3DS Max PhotoShop ZBrush Unreal Engine⁴

I am currently in employment with Dovetail Games, producing highly detailed Locomotives and environmental assets.

I am a dedicated and hardworking artist, eager to learn and always happy to work as part of a team working towards a single goal.

I thoroughly enjoy what I do, and always endeavour to be the best.

Education

University of Hertfordshire

3D Games Art (BA Hons)

Harlow College

National Diploma Multi Media

Relevant Experience

3D Vehicle Artist - Dovetail Games



August 2013 - Present

Creating highly realistic 3D representations of iconic real world rail routes, locomotives and environmental scenery for Train Simulator 2016, a PC game simulating rail transport operations.

3D Artist - Leading - Dovetail Games



June 2016 - Present

I am currently leading all art, time keeping and planning for several upcoming Dovetail Games DLC releases.

Released Titles -

Train Simulator 2014 Train Simulator 2015 Train Simulator 2016 Unreleased UE4 Title

Reference available upon request