

Objective:

To provide cool, original designs and visual content to the best studios in videogames, film, TV, advertising and publishing.

Understanding of the industry:

I understand that being a concept artist requires much more than just the ability to create cool designs and artwork, and that at the end of the day this is a business that requires reliability and efficiency on my part. I also understand the requirements and restrictions of the game development pipeline in regards to how it affects my work, e.g.:

- Engine limitations, animation and rig restrictions, texture memory space and polygon count limits.
- Gameplay/level design requirements
- Deadlines and team workflow preferences

Skills / Qualities:

- Solid understanding of perspective, composition and lighting
- Highly original sense of design
- Skilled with both traditional and digital media
- Highly versatile; able to proficiently design vehicles, props, characters, creatures and environments
- Able to work within design restrictions and deadlines
- A solid understanding of the game development production pipeline, and how the restrictions and requirements of 3D art asset creation affect the concept artist.
- Open to relocation
- Friendly, open minded, keen to learn new things and meet cool new people ☺

Work Experience:

Lionhead Studios | June 2011 – present

Contract Concept Artist

- Working in house providing concepts and other visual material for “Fable: The Journey”.
- Working directly with the Art Director and up to 3 other Concept Artists.
- Liaising with game designers, level designers, content artists and animators etc.

Billy Wimblett Entertainment Design | October 2010 – Present

Freelance Concept Designer (self employed)

- I set up this business to handle any freelance work that comes my way. I offer concept design, illustration and visual development services to all fields of the entertainment industry including videogames, film, TV, advertising and publishing.

Liquid Development | September 2011 – October 2011

Freelance Concept Artist

- Concepting on an undisclosed project for Zynga.

Education:

Self taught (Entertainment Design)

I have learnt everything I know in the field of conceptual design through the following:

- Gnomon Workshop DVD's
- Peer and professional community/advice/critique
- Online tutorials and general art/design theory.
- A whole lot of practice, dedication and determination. ☺

Shaftesbury upper / high School | September 2006 – July 2009

- AS level qualifications (Art - **A**, Psychology - **B**, Chemistry - **D**)
- GCSE qualifications (Applied Art - **A*A***, Science - **AA**, English - **AA**, Maths - **B**, PE - **C**)
- Diploma in Digital Applications (DIDA)

Software:

- Corel Painter – High proficiency
- Adobe Photoshop – High proficiency
- Adobe Dreamweaver – Moderate proficiency
- Google Sketchup – Basic proficiency
- Microsoft Office suite – Moderate proficiency
- UDK – Basic proficiency

References:

Available on request
