Roy Nottage

Character Artist
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Summary

Looking to contribute to a game development team as a character artist. Able to create high poly models, build low poly assets, transfer details and paint texture maps for real-time application.

Have an animation background and comfortable with the principles that help bring characters to life, whilst also aware of potential design issues that arise once a character is in motion. Have both a strong interest and reasonable knowledge of human anatomy. Always keen to improve my methods and workflow, such as writing scripts to automate or speed up tasks.

Core Skills

- Digital Sculpting
- Traditional / Digital Draftsmanship
- Baking and Texturing
- Understanding of Anatomy
- Analytical Approach

Software

- Zbrush
- Autodesk 3DS Max
- Autodesk Maya
- Adobe Photoshop
- xNormal

Employment History

Lead Separation Artist / Tools Programmer
Blackwater Studios
Printing Industry
May 2006 (Seasonally) – Present (Full Time)

Role requires reducing client artwork to a limited palette for screen printing, whilst simulating the original image quality. Mock-ups are then created for the client, to demonstrate how their product will look. These have to be signed off by the client, or otherwise be discussed and revised.

Responsible for developing tools (generally with Adobe Extendscript) to speed up (or eliminate) tasks within the pipeline. These have become integral to the workflow, and constantly maintained. Each job generally has a lot of variables, therefore the tools have to be easy for co-workers to use and are GUI driven. Good communication and discussion with each department is essential to understand their needs and to make sure that everyone's requirements are fulfilled.

Transferable skills of note

- Optimising artwork with consideration for practical limitations
- Responsive to feedback from peer/client review
- Programming scripts/tools to improve pipeline and offering technical support
- Good interdepartmental communication skills

Languages Used: Javascript (1 year), PHP (4 years), HTML/CSS (10 years)

Education and Qualifications

University College Falmouth
Cornwall, England, UK   2.1
BA (Hons) Digital Animation
2008 – 2011

Cornwall College
Cornwall, England, UK   13 Distinctions and 5 Merits.
BTEC National Diploma in Art and Design   Overall result: Passed with Distinction
2006 – 2008

Personal Interests

Like to keep a personal character project going, whenever possible. Predominantly a PC gamer, with a particular love for narrative driven games. Contributor to Steam Workshop. Was a volunteer blogger for *Dr. Sketchy's* burlesque 'anti-art school' Falmouth branch (no longer active), writing creative post-session reviews. Other hobbies include learning German, watching dramas and trying to maintain at least a 'basic level' of physical exercise.

Favourite Games: Metal Gear Series, Final Fantasy VIII / X, Timesplitters 2, The Witcher 3