

Roy Nottage

3D Artist & Sculptor

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Summary

Looking to contribute to a game development team as a character artist. Capable of crafting well-considered high detail models. Able to build low poly assets, transfer details to them and hand-paint texture maps. Ready for real-time application.

Come from an animation background and comfortable with the principles that help bring characters to life. Therefore, 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 and Traditional Sculpting
- Retopology, Baking and Texturing
- Passion for Anatomy
- Analytical Approach
- Javascript, PHP and HTML/CSS

Software Proficiencies

- Zbrush
 - Substance Painter
 - Autodesk Maya / 3DS Max
 - Adobe Photoshop
 - Blender
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Employment History

Office Lead / Lead Separation Artist / Tools Programmer

Blackwater Studios

Printing Industry

May 2006 (Seasonally) – Present (Full Time) / 18 Years

Having a lot of experience at the company, I now take a leading and advisory role within the office. This includes navigating daily scenarios and helping to evolve the company.

Responsible for developing tools to speed up or eliminate tasks within the pipeline. These have become integral to the workflow, and are constantly maintained. Customer requirements can be complex and have a lot of variables, therefore the tools have to be easy for co-workers to use and are GUI driven. The results and outputs also have to be easy to interpret for not only internal departments, but also clients.

Additionally, I am responsible for the majority of the artwork separations. This involves reducing client artwork to a limited palette for screen printing, whilst simulating the original image quality. I also assist with mockups that are 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.

By staying involved with these additional duties, I can ensure the tools I've created are working as intended and can be improved based on usage and feedback. 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

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

Languages Used: Javascript (7 years), PHP (11 years), HTML/CSS (17 years)

Education and Qualifications

University College Falmouth

Cornwall, England, UK

2.1

BA (Hons) Digital Animation

2008 – 2011

Dissertation Subject: The Demonisation of Videogames in the Media (1st with 81%)

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

Gamer with interest in the hardware. Have a particular love for narrative driven games. Was a volunteer blogger for *Dr. Sketchy's* burlesque 'anti-art school' Falmouth branch (no longer active), writing creative post-session reviews. Frequent runner.