

Simon Dew – 3D Artist - Curriculum Vitae

PERSONAL DETAILS:

Name: Simon Dew
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I have been in the games industry as an artist for the past 12 years, whilst specializing in environment art my interests and duties have covered so much more.

There hasn't been a project where I didn't collaborate and contribute in other areas – animation, art direction, effects, lighting, rendering, graphic design, UI, front end, level design, concepts, audio, scripting... all with a real interest and drive to get the best possible visuals and game completed.

I enjoy new challenges and welcome different art styles, game genres and learning new tools or engines.

WORK EXPERIENCE:

Lead Artist **Gameloft** – Auckland, New Zealand - August 2013 – Nov 2015
In my role as the project art lead I am responsible for the daily management of the art team (3d artists, UI artists, Concept artists and Animators) - Planning work, giving art direction and feedback, communicating with the art director, designers, producer and code team, unblocking problems and staff training.

Along with the management tasks I am hands on every day with creating artwork, establishing art styles and concepting game features.

The projects are all mobile based (Android and iOS) - covering 2D and 3D games.

Lead Environment Artist **Sega Studios Australia** - Brisbane, Australia - April 2009 – August 2013
Joining at the start of the Olympics 2012 project, I was responsible for the environment art and team. My daily duties involved managing the environment artists, providing art feedback, communicating with other departments and solving art, technical, pipeline, performance and scheduling issues. The team delivered 12 vibrant and highly accurate event locations to immerse the players. My role was very hands on, responsible for level lighting, design, textures, models and animation.

After the Olympics title was completed, the studio shifted focus to small digital and mobile games – Working on environment art and design for Castle of Illusion starring Mickey Mouse on all platforms. As the game was on all console and mobile platforms it required a lot of technical skills picked up when making early PS1/PS2 games combined with recent next gen pipelines.

We used Unity for early rapid prototypes before moving to our in house engine. The environment art required a large amount of models built from concepts with Zbrush and hand painted textures. The levels were managed, modeled, textured and lit by each artist.

Lead Environment Artist **Monumental Games** – Nottingham, UK - Oct 2008 – April 2009
 I joined Monumental Games to head the environment art on their first console title – MotoGP 09/10 (Published by Capcom) for PS3 and Xbox 360. Leading a team of 10 artists spread across 2 studios in Nottingham and Manchester and also liaising with the Offshore manager and the team of artists in the Offshore studio in India.

Daily responsibilities include work appraisals, task setting and scheduling, liaising between the programmers, art director, design and technical art. Art and art pipeline documentation, setting artwork benchmarks. Troubleshooting art related issues for the team. 50/50 split between management and hands on artwork.

Senior Artist **SEGA Racing Studio** - Birmingham, UK - Oct 2006 – Oct 2008
 Primarily working on the environment team for Sega Rally. Designing and building 3d models, textures and building open world racing tracks on PS3, XBOX 360, PC and Arcade cabinet. Additional tasks include management of small track teams, outsourcing, animation, front-end and HUD design and special effects (particles, lighting effects)

Lead Artist **Aqua Pacific** - Leamington Spa, UK Sept - 2002 – Oct 2006
 Responsible for creating original art work and managing artists for 15+ titles on PS2, PC, XBOX, Gamecube and Handheld systems. Daily tasks include in-game artwork (characters, textures, animations, front-end, environments), overseeing internal and external art teams (local freelancers to teams in China and India), game design documents and working with the programming team and publishers.

QA Technician **Codemasters** - Stoneythorpe, Southam, Warks, UK - June 1999 - Sept 1999
 Summer work placement as Quality Assurance Technician. Testing new games that were in development looking for bugs and suggesting improvements on design and gameplay, working in teams of 5 - 15 people.

GAMEOGRAPHY:

2015	TBA Gamaeloft	iOS/Android	Lead Artist
2013	Castle of Illusion	PS3/X360/PC/iOS	Senior Environment Artist
2012	London 2012 Olympics	PS3/X360/PC	Lead Environment Artist
2010	Motogp 09/10	PS3/X360	Lead Environment Artist
2008	Sega Rally 3	Sega Arcade	Senior Artist
2007	Sega Rally	PS3/X360/PC	Senior Artist
2006	Real World Golf 2007	PS2/PC	Lead Artist
2006	Leaderboard Golf	PS2	Lead Artist
2005	Perfect Ace Tennis 2	PS2/PC	Lead Artist
2005	Carwash Tycoon	PS2/PC	Lead Artist
2005	Sim Chemist	PS2/PC	Lead Artist
2005	Real World Golf	PS2/PC/XBOX	Lead Artist
2005	Tennis & Golf	Gamecube	Lead Artist
2004	Entrepreneur	PC	Lead Artist
2004	ITBox Golf 1&2	Arcade	Lead Artist
2004	International Golf Pro	PS2/PC	Lead Artist
2004	Casino Challenge	PS2	Supervising Artist
2004	Retro	PS2	Supervising Artist
2003	GT Racers	PS2	Lead Artist
2003	Formula challenge	PS2	Lead Artist
2003	English Taxi	PC	Lead Artist
2002	Perfect Ace Tennis	PS2/PC	Lead Artist
1999	LMA Manager	PS1	QA Technician



EDUCATION:

MA **Computer Animation** - National Centre for Computer Animation
Bournemouth University, Fern Barrow, Poole, Dorset, BH12 5BB

BA (Hons) **Multimedia Design** - De Montfort University, Leicester, UK

ADDITIONAL EXPERIENCE & SKILLS:

Production proficient tools:

• 3D Studio Max	• Photoshop	• Unity	• Perforce
• Maya	• After Effects	• Unreal Engine	• Hansoft
• ZBrush	• Illustrator	• Unity C#	• Git / SVN
• Softimage XSI	• Premiere	• Spine3D	• MS Office

Skills:

Excellent problem solving skills and a very quick learner. Good all round technical knowledge for all areas of game development (animation rigs, shaders, exporting, importing, engines, performance, bug tracking etc..) . Able to self-critic my work, create concepts and paint overs to guide myself or others to achieve better results.

Solid understanding of lighting, cinematography, graphic design, game design and a basic understanding of programming allowing a good ability to communicate with programmers, excellent at Bomberman.

Interests:

Big interest in motorsport and cars. I have built my own track car, raced Karts competitively, marshaled rally events and been in the pit crew for a stock car racing team.

Film Making – I have made a few short films with a friend where I wrote, storyboarded, produce CG visual effects and help direct the films.

I enjoy photography, travel, mountain biking, playing guitar and computer games.