
PERSONAL DETAILS

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EMPLOYMENT HISTORY

Feb 2012 – Present **Arrowhead GS**
I've recently joined the team at Arrowhead, providing visual FX. I am also working on various independent titles of my own too, in my spare time.

Sept 2009 – Feb 2012 **Lionhead Studios Ltd.**
At Lionhead I lead a small FX team on Fable: The Journey, I was responsible for managing and critiquing the work of others whilst designing, concepting and producing inventive and imaginative visuals for the game. I worked closely with the design, scripting, cutscene, art and programming teams on a day-to-day basis. This included working with the graphics coders to push the Unreal engine to deliver effects unseen before.

Previously I produced approximately half of all effects in Fable III, working on spells, scripted set-piece effects as well as creature, enemy and environmental effects. I also worked a little on level lighting, placing and optimizing dynamic and static lights.

Oct 2008 – Aug 2009 **Endrant Studios Ltd.**
I joined Endrant and immediately started work on the Wolfenstein Multiplayer. I was made responsible for all effects, which involved taking and adapting assets from single player as well as creating custom effects within the Wolfenstein graphical style. While working on Wolfenstein I also contributed towards the UI; working on setting out sections of the HUD working solely in code.

Due to the small nature of the studio I was involved with varying aspects of development and was comfortable organising team members during playtesting and general production. Towards the end of my time I worked on concept work, and was solely responsible for the company ident; working with high quality rendering, animation and compositing.

Sept 2006 - Oct 2008 **Sony Computer Entertainment Cambridge.**
During Heavenly Sword's development I worked as a Particle effects artist. This role saw me working with in-house tools creating effects for both combat and environments. I worked with sprite particle systems, creating effects that worked with the Heavenly Sword art style. I also worked with the cinematics department to offer advice and assistance on effects for cut-scenes.

After Heavenly Sword I moved onto Killzone 2 multiplayer level lighting. As the sole lighting artist on these levels I took existing lighting setups and worked them to the level. Lighting levels from scratch; setting up renders, working closely with Guerrilla and the local level creation team throughout all processes.

EDUCATION AND QUALIFICATIONS

2006 - Bournemouth University

- B.A (Hons) Computer Visualisation and Animation from the National Centre for Computer Animation. 2-1 attained.

2003 - Twynham 6th Form, Christchurch

- A Level Maths & Art, grades D and B respectively
- VCE Double award ICT, AB awarded

2001 - Twynham School, Christchurch

- 10 Full Course GCSEs, grades A-B
- 1 Short Course GCSE, grade A*

SKILLS & QUALITIES

- Knowledge of:
 - Realtime particle effects methods,
 - Unreal Engine: Cascade Particle Systems, Shaders, Animation, Post processing
 - Lightmapped and Realtime lighting techniques,
 - Maya & MEL,
 - Shake,
 - Softimage & ICE
 - Photoshop,
 - Basic knowledge of C, C++, OpenGL and HLSL
 - Id Tech 4 Engine: Shaders, UI, Particle Systems
- Artistically talented with a strong visual eye
- Good understanding of programming practices and techniques
- Calm and logical under pressure
- Excellent organisation and time management skills
- Comfortable managing teams and providing critique
- Relaxed, friendly and outgoing personality
- Quick to learn with good intuition
- Strong motivation and adaptable

INTERESTS

When it comes to video games, I tend to enjoy a wide variety of genres. I like to be surprised with a game, to think in new ways or be taken somewhere else. I'm watching the evolution of video games as an artistic medium with great interest and am excited about the future. I love games that you can smile while playing; crazy, colourful, fun games. I enjoy games that draw you in and give you memories because of how they made you feel. I'm always looking out for something new. I'm keeping an eye on the indie scene and more recently I started collecting "retro" games and their consoles.

I like to take the time to go to new places. Visit new surroundings and absorb the scenery. Old and new architecture peaks my interest as well as the beauty of nature. I take a large interest in Japan, its people, the language and it's games. When in England I would spend a large portion of my spare time in London, visiting exhibitions I wouldn't normally consider to spark off different parts of my brain.

I enjoy reading; I tend to read fantasy books, as well as manga. Over the last year or so I have become more interested in non-fictional books. These usually cover different countries and often link back to my love of Japan.

I have started working on my own independent titles in my spare time, and have been greatly enjoying the challenges and fun to be had from working on your own projects.

REFERENCES

Kalvin Lyle
CEO Full Moon Game Studios (prev. Endrant Art Director)

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