

Lee Devonald | Character Artist

Phone: (+44) 07713243445

Email: Lee.devonald@gmail.com

Artstation: https://almighty_gir.artstation.com/

Portfolio: <http://crazyferretstudios.com>

Work Experience

Contract 3D Artist

August 2012 – December 2016

Dreamplay

- Working under multiple IP's including Disney, and Monsuno.
- Work to the strict style guides provided by Disney, and Jakks.
- Create prototypes to client specifications.
- Create working game characters and props from concept art.
- Work with scan data to produce game ready meshes and textures.

Character Art Mentor

July 2016 - Sept 2016

Summer Character Workshop

- Mentoring 6 individuals in character art.
- Discussing concept selection and design decisions.
- Teaching art pipeline from start to finish.

Contract Technical Artist

July 2016 – August 2016

Airborn-Studios

- To provide a shader solution for an unannounced project in partnership with Microsoft.

Visiting Game Art Lecturer

Sept 2015 - Present

University of Hertfordshire

- To aid the principal lecturer in delivering syllabus to students.
- To provide support to students where needed.
- Ran a 'Materials in Unreal Engine 4' class designed to give students all the tools needed to create excellent looking, efficient materials.

Render Engineer

May 2014 – Sept 2015

Marmoset Company

- Learning C++ and using it to integrate new tools and solutions to Toolbag2.
- Using my knowledge of GLSL and HLSL to create new shaders for Toolbag2.
- Prototyping new ideas and suggestions for review by the team.
- Using my knowledge and experience as an artist to help in the development of tools, and providing example content where needed.

Contract 3D Artist

July 2013 - June 2014

Bossa Studios

- Working in-house under the supervision of the game producer and lead artist.
- Create assets that tie into the games style on a variety of levels and themes.
- Create worlds from assets produced by myself and the art team.
- Work to QA feedback and specifications in order to sign off completed levels ready for shipping.

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QA Tester

2009 – 2012

Warhammer Online

- To work closely with the development team in discussing the development of new content and how it fits with the current game.
- To work closely with the development team in discussing combat and careers balance, and provide insight and solutions to problems.
- To maintain an objective, unbiased view while discussing any changes.

Skills

I am an experienced character artist, capable of creating quality high resolution sculpts and low poly assets. I have an excellent understanding of PBR theory and material creation techniques, and I am able to texture assets using photorealistic techniques or hand painted aesthetics. I have some experience programming in C++, C#, and Python languages, as well as writing shaders in HLSL and GLSL shading languages. I have some experience skinning meshes to joint systems.

Software

Game Engines: Unreal 3/4, Unity

3D Software: 3D Studio Max, Maya, ZBrush

Texturing Software: Photoshop, Substance Painter, Substance Designer

Qualifications

Master of Arts – Games Art and Design

University of Hertfordshire

(Results pending Sep 2017)