

BLAIR ARMITAGE. CHARACTER ARTIST



125 Church Lane,
Gomersal, Cleckheaton
West Yorkshire
BD194QN

mobile: 07935952951
abarmitage89@gmail.com

<http://uk.linkedin.com/pub/blair-armitage/2a/63/27a/>

<http://blairarmitage.com/>
portfolio password: 9999

I am a character artist with five years of experience in the games industry. I'm interested in creating art for exciting projects and taking on more responsibilities.

I am capable of creating high fidelity character models in a variety of art styles, and have worked effectively both independently as a freelance contractor and as part of large and small teams. I have experience creating 2d and 3d art for both high end platforms and mobile devices.

I consistently meet deadlines and highly value feedback and iteration; I learn quickly from those around me and love the collaborative process of sharing techniques and knowledge with the rest of my team. I enjoy mentoring younger artists both in person and online, and have presented lectures and critique sessions at my University offering artistic direction and Games Industry guidance.

I have a background in traditional art, and enjoy life drawing and painting both as a hobby and to carry through into my 3d work.

Employment

3D Character Artist

Shardbound

Spiritwalk Games

Remote Freelance

October April 2016 – Present

Duties -

- Modelling and texturing 3D character assets

3D Character Artist

Dreadbit Games

Remote Freelance

October 2015 – April 2016

Project – *Seraph* for PS4 and PC

Lead – Daniel Leaver

Duties -

- Modelling and texturing player character, enemy characters and weapons
- Creating promotional art for Steam and social media
- Implementing character assets ingame
- Colour grading

3D Character Artist

Playground Games

9 Newbold Terrace, Leamington Spa, Warwickshire, CV32 4EA, UK.

April 2014 – February 2016

Project - Forza Horizon 3 for XboxOne, Forza Horizon 2 for XboxOne

Lead - Ben Penrose

Duties -

- Modelling and texturing current gen characters for both player avatars and NPCs
- R&D into cloth creation including marvellous designer and photogrammetry techniques
- Working with 3d head scan data and producing animation-ready meshes using shared topology
- Hair creation
- R&D into tint masks and hue shifting to produce a diverse crowd using a limited engineering budget
- Created character concepts and authored character guideline documents, as well as working with casting directors and overseeing casting specification documents
- Overseeing outsource deliveries and writing feedback documents
- Texture balancing and PBR value adjustment

Mobile Artist

Playground Games

November 2014 - March 2015

Project - Unannounced IOS and Android IP

Lead - John Kelly

Duties -

- Mobile IP visual development and art implementation
- Worked with a designer and engineer to prototype a series of pitches for a casual free to play mobile game
- Rapid idea generation and iteration regularly presented to company directors
- Overseeing and producing briefs for concept artists to produce promotional images for social network A/B testing
- Producing a Style Guide and building a strong visual identity and brand, delegating art tasks to contractors
- Art asset creation, UI creation and implementing animation and VFX in Unity culminating in a puzzle game prototype

Character Artist

Frontier Developments

306 Science Park, Milton Road, Cambridge, CB4 0WG, UK.

August 2011 – April 2014

Project – Zoo Tycoon for XboxOne

Lead – Tom Carruthers

Duties –

- Modelling and texturing high quality human and animal characters
- Creating high definition zbrush models for baking normal and ambient occlusion maps
- Creating character heads, hair and clothing assets that are part of a multipart system
- Working closely with shader artists to create and improve new shaders for skin and hair

- Setting up hue shifting for crowd components
- Authoring maps to control variables for a specialised fur shader

Project – Coaster Crazy

Lead – Matt Preece

Duties –

- Worked as the only character artist on this project, creating low poly characters for mobile specification
- Hand painting diffuse textures
- Skinning
- Collaborating with animators to set up a system for generating facial morph targets
- Creating additional props and environment assets

Project – LostWinds 2: Winter of the Melodias for Android and IOS

Lead – Mark Cox

Duties –

- Creating LODs for pre-existing character models for a mobile platform
- Skinning low poly characters, optimising skin weights

Project – Unannounced project for Xbox360 (cancelled)

Lead – Tom Carruthers

Duties –

- Creating human and animal character models
- Creating high definition zbrush models for baking normal and ambient occlusion maps
- Modelling characters to strictly adhere to concept art

Project – Kinect Disneyland Adventures

Lead – Tom Carruthers

Duties –

- Modelling and texturing assets for the park guests
- Creating texture variants for the crowd system
- Polishing models and textures from outsource

References available upon request

Education

DeMontfort University

2008-2011 – BA Hons in Game Art Design – 2-1

Leeds College of Art

2007-2008 – Foundation Diploma in Art & Design

Heckmondwike Grammar School

2005-2007

A Level Art and Design

Software skills

Autodesk 3D Studio Max
Autodesk Maya
Zbrush
Keyshot
Adobe Photoshop
Knald
Marmoset Toolbag 2
Quixel Suite
Substance Painter
Marvelous Designer
Unity

Publications and Tutorials

[CG Society](#)

[80.lv](#)

[Kotaku](#)

[Quixel](#)

[3D Artist Magazine Issue 100](#)

[3D Artist Magazine Issue 101](#)

[DDO Painter for Characters with Blair Armitage](#)