

# PETER ADAMSON

## CHARACTER ARTIST

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### PERSONAL INFORMATION

**WEBSITE:** [www.peteradamson.co.uk](http://www.peteradamson.co.uk)  
**EMAIL:** [contact@peteradamson.co.uk](mailto:contact@peteradamson.co.uk)  
**MOBILE:** (+44)7729226331

**NATIONALITY:** British  
**DATE OF BIRTH:** 25/03/88

Full UK Driving License, willing to relocate

### PERSONALITY

- Highly motivated, positive and very passionate
- Excellent attention to detail
- Effective team worker with good social skills
- Energetic, hardworking and quick to learn new skills and adapt to new environments
- Experience of a wide range of working environments from large studios to remote freelance

### SKILLS AND ABILITIES

- Comprehensive Zbrush organic and hard surface sculpting experience to efficiently produce characters and other 3D assets
- Comprehensive 3DS max knowledge of producing efficient low polygon topology and effective high polygon subdivision models
- Efficient unwrapping and texturing experience in a range of different art styles ranging from photorealistic to heavily stylized with hand painted textures
- Knowledge of PBR materials and next generation texture workflow
- Working from art direction and concepts to produce art assets to fit with an existing art style

### EXPERIENCED USE OF

- Autodesk 3DS Max
- Adobe Photoshop
- Pixologic Zbrush
- Allegorithmic Substance Designer & Painter
- Marvelous Designer
- Unity
- Numerous other relevant programs
- Traditional Drawing and anatomy

### SHIPPED GAMES

Her Majesty's Spiffing (PC & Consoles)

Driver: San Francisco (PC & Consoles)

Legendary: Creature Hunter (iOS)

A number of other unannounced or cancelled projects

### EDUCATION

#### UNIVERSITY OF TEESIDE

SEPT 2006 – JUNE 2009

Bachelor of Arts in Computer Games Art with 1<sup>st</sup> Class Honours

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### EMPLOYMENT

References upon request

#### **BILLYGOAT ENTERTAINMENT: APRIL 2013 - DECEMBER 2016**

**Lead 3D artist on several video game projects**

**Responsibilities included:** Creating an extremely broad range of art assets including full characters, environment assets, tiling textures, props and vehicles for a number of games spanning iOS and PC/console, in a variety of styles ranging from photorealistic to heavily stylised.

Working as a lead artist to use initiative and time management in a small team to maximise production efficiency, maintain consistency in art production and help develop an art style.

Managing other artists, delegating tasks and providing direction, feedback and assistance.

Working on a full PC & next generation console title from start to finish as an integral member of a small 4-5 person Indie studio having heavy involvement at every stage of development.

Attending major trade events including Gamescom and Paris Games Week as a studio representative engaging with industry figures and the public

#### **FREELANCE**

**Freelance 3D artist on a number of projects**

April 2011 – April 2013

**Responsibilities included:** Working with a variety of clients on a number of projects spanning various different genres for TV, design, games, phone applications and more. Diverse work included characters, environments, props, rendering and art direction.

#### **FACTORY PICTURES**

**3D Generalist on an animated children's TV pilot**

December 2010 – April 2011

**Responsibilities included:** Modelling and unwrapping a large variety of characters and accessories, modelling and texturing a number of environments. Assets were produced to a specific stylised art direction.

#### **UBISOFT REFLECTIONS**

**Character Artist on Driver: San Francisco**

August 2009 – April 2010

**Responsibilities included:** Modelling and texturing low and high polygon characters for both real-time and pre-rendered use, skinning characters, LOD creation, shader creation, exporting characters into a game engine, providing character designs for outsourcing, and various other tasks.

### AWARDS AND ACHIEVEMENTS

Placed First in the game art category of the Ubisoft sponsored, University held **VIS Awards**

Work featured in 3D artist magazine

Regularly featured in Polycount Recap at Polycount.com