

PERSONAL STATEMENT

With a BA hons in Fine Art and 20 years employment as an artist I offer a broad skill set and deep passion for my work. My experience in the UK games industry coupled with my time as freelance artist provide a proven professional record, versatile portfolio and excellent knowledge of my field. I have built and maintained a strong, returning client base that require a dependable and approachable manner, engaging with and adapting to evolving briefs, while adhering to strict deadlines and producing quality commissions.

FREELANCE ARTIST

August 2103 – Present.

Providing a high quality service, specialising in illustration and concept art, 3D modelling and visualisation, games art and pipelines, art direction, story-boarding and comics.

Somo, London, UK and New York, USA.

Commissioned by the London and New York offices to create 'user journeys', illustrations and storyboards for SOMO's prestigious client list, including Goldman Sachs, Audi, The Wall Street Journal and British Gas.

PEL Creative, London, UK.

Commissioned to work alongside the PEL Creative team to build models and provide concept pieces for various rides and attractions for high profile companies and clients in the UK, USA and Dubai, such as Dreamworks, Hasbro, Electronic Arts, Square Enix, etc.

Pinnacle Entertainment, New York, USA.

Commissioned to create numerous digitally painted illustrations for their Savage World tabletop game system, and help develop new I.P.

Beatnik Games, London, UK

Commissioned to create and develop numerous character concept art pieces for fantasy/ strategic mobile title and advise on overall art direction

CCC Events, Brighton, UK

Commissioned to design and create digitally painted character portraits for live-action "murder mystery" type events for corporate functions.

Additional client list and work samples can be found at <http://www.jontaylorart.biz>

EMPLOYMENT

Echo Peak, Brighton, UK

Art Director

August 2012-September 2013

Titles:

- Way of the Dogg (505 Games)
- Mobile Development

Key responsibilities:

- Create original concept art pieces and documentation to establish direction for all areas of the game.
- Create, maintain and manage vision and communicate graphic themes of style and goals to the team.
- Supervise and support art and animation team
- Manage outsource teams and contractors.
- Ensure quality and consistency.
- Assist the studio director in the selection of resources and setting production schedules.
- Develop areas of projects including; concept, character and environment art and prop creation, animation, skinning and rigging and provide in-game assets.
- Liaise with publisher over art direction and requirements.
- Create and provide marketing materials to publisher.

February 2005 – August 2012

Titles:

- Dancing With the Stars (Activision)
- Crush/ Crush3D (Sega)
- Haunt (NanaOn Sha/ Microsoft)
- Zumba Fitness Core/ Zumba Fitness Rush (Majesco)
- You're in the Movies (Codemasters)
- DJ Hero Afterparty (Activision)

Key responsibilities:

- Create, maintain and manage vision and communicate graphic themes of style and goals to the team.
- Supervise and support team
- Provide concept art and in-game assets.
- Contribute to pitch work and new IP/ projects.

Additionally, while at Zoë, I organized and ran weekly life-drawing classes for the staff, and presented at universities and similar establishments on behalf of the studio.

<p>Argonaut Games 2002-2004</p> <p>Senior/ Lead Artist</p> <p><i>Titles:</i></p> <ul style="list-style-type: none"> • Bionicle (Lego/ EA) • Catwoman (EA) • Roll Call (Urban Chaos) (Eidos) <p><i>Key responsibilities:</i></p> <ul style="list-style-type: none"> • Environment team lead • Create in-game art assets • Create concept art 	<p>Rage Software 2000-2002</p> <p>Senior Artist</p> <p><i>Titles:</i></p> <ul style="list-style-type: none"> • Eyrie • Cheeky Monkey • Chopper <p><i>Key responsibilities:</i></p> <ul style="list-style-type: none"> • Create in-game art assets • Create concept art 	<p>Gremlin/ Infogrames 1995-2000</p> <p>Artist</p> <p><i>Titles:</i></p> <ul style="list-style-type: none"> • TNN Bass Fishing • Premier Manager 98, 99, 2000 • Soulbringer • Hogs of War • Buggy • Grand Theft Auto <p><i>Key responsibilities:</i></p> <ul style="list-style-type: none"> • Game/ story design • Create in-game art assets • Create concept art
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For more details of responsibilities and work samples please refer to my [website](#).

EDUCATION

Fine Art BA (Hons) 2:2 Humberside University - 1993

SOFTWARE PROFICIENCIES

3D Studio Max, Z-Brush, Photoshop, Illustrator, After Effects, Corel Painter, Manga Studio, Lightroom, Unity.

I am used to swiftly mastering proprietary game and level-editing packages, and working with scripting. I am competent in administrative process and team structures (such as Agile development) and associated packages (such as Hansoft.) I am well-versed in establishing and maintaining development pipelines and source control, and using associated packages (such as Perforce and Github).

TESTIMONIALS AND REFERENCES

Ben Hebb,
Head of Art & Production, Zoë Mode,

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Director, Hornet Sound (Ex director, Echo Peak)

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Testimonial link to follow