STEVIE COLE
CHARACTER ARTIST

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△ artstation.com/steviecole

in linkedin.com/in/steviecole

EDUCATION

BA (Hons.) Games Art - 1st Class Honours
University of Hertfordshire, 2014 - 2016

FDA, Animation & Visual Effects
Buckinghamshire New University, 2012-2014

SKILLS

- Team & Task organisation
- 3D Modelilng
- Low poly Modeling
- Unreal Character Implementation
- Concept Art
- Retopology and Texturing
- Presentation Giving
- Art Direction
- Uv Mapping

SOFTWARE

- Maya
- ZBrush
- Photoshop
- Unreal
- 3Dcoat
- 3D Wrap
- Paint tool SAI
- Marmoset Toolbag
- Xnormal

INTERESTS

- Hiking
- Animal Conservation & Study
- Cooking
- Videogames
- Poetry

Refrences avalible on request

Creating characters for people to experience is my joy and passion.

I have 4+ years experience in the industry and I would describe myself a positive, empathetic and enthusiastic artist and I'm always looking for new ways for myself, and others around me, to grow and learn.
I care deeply for the project I am involved with and the team making it, always striving for the highest standard.

Looking to aid in the development of projects that move their players.

EXPERIENCE

MICROSOFT STUDIOS - RARE LTD
SENIOR CHARACTER ARTIST
Everwild | 2018 - Present

- Aiding and liaising with designers for creature creation
- Development, documentation, creation and implementation of 3D creatures
- Look development for pipelines, in-game assets and character art direction
- Working with AD to refine, propel and support the artistic vision
- Work with Tech Art, Rigging and Animators to create effictant pipelines and respond to feedback
- Point of contact from an art perspective on creature development

MICROSOFT STUDIOS - RARE LTD
CHARACTER ARTIST
Sea of Thieves | 2017 - 2018

- Create and set-up game ready-assets for shipping
- High and low asset creation
- Responding and feed-backing to outsource as well as implementing received assets
- Representing the team at art reviews and delivering feedback

WESTON COLLEGE & UNIVERSITY
GAMES ART LECTURER
2016 - 2017

- Creating and implementing lesson plans and workshops
- Organising 1-2-1's with my tutor group, giving feedback and support
- Guiding students to their goals & teaching about industry expectation

SECONDARY EXPERIENCE & FEATURES

FREELANCE ARTIST
2015 - 2018
Creating high poly sculpts and illustrations for various clients

DIRECTOR & LEAD ARTIST
"Sankofa" UE4 Game | 2015 - 2016
Director, lead concept and character artist for a three person playable game

CHARACTER & ASSET ARTIST
"Sep.r.ated" Global Game Jam| 2015
Responsible for characters & assets, working in a strick time limit

FEATURED
Marmoset Viewer Showcase

FEATURED
3D Total Gallery: Excellence Award

FEATURED
Cartrdge.com Advertisements

FEATURED
Gamers for Good: Undertale Charity Artbook