

Toby Hynes

Lead Character Artist / Supervisor at Sony Interactive Entertainment London Studio

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Summary

I'm a highly dedicated and experienced artist, possessing an imagination brimming with ideas. My expertise includes the following:

- 18+ years experience in the games industry
- A wealth of experience managing, artistically directing and scheduling teams of artists
- Well versed in developing for console and PC platforms, but currently focused on PlayStation:VR
- Hardworking, loyal and professional
- A strong foundation of traditional illustration and concept skills
- Highly skilled at creating high res sculpts and fully textured & skinned game character and weapons/props
- Excellent at modeling and texturing using 3DS Max and Maya
- Expert knowledge of both Zbrush and Mudbox
- PBR literate and highly experienced at texturing in Substance Painter
- Experienced at generating 2d art, concepts
- Scan data generation and clean up experience
- Involvement in Scrum Agile development
- Rigging and animation experience

Specialties: - Management, mentoring and art direction

- 3d: Digital Sculpting, Modelling, texturing, skeletons/rigging

- 2d: tradition Illustration, concepts, Photoshop art, concepts and textures

- Design: New games concepts and pitches.

Experience

Lead Character Artist / Character Supervisor at Sony Interactive Entertainment

May 2014 - Present

Responsible for managing the Character Team at Sony London Studio.

PlayStation VR Worlds (PS:VR)

- The London Heist
- Scavengers Odyssey
- Ocean Descent
- VR Luge
- Dangerball

Currently working on our next PS:VR title and that's all I can say at the moment.

Lead Artist of Characters and Weapons at Codemasters Software Ltd

June 2007 - May 2014 (7 years)

DiRT 4 (PS4, XBONE & PC), DiRT Rally (PC, PS4, XBONE), F1 2014 (360, PS3 & PC), GRID: Autosport (360, PS3 & PC), GRID 2 (360, PS3 & PC), F1 2013 (360, PS3 & PC), F1 Race Stars (360, PS3 & PC), F1 2012 (360, PS3 & PC), DiRT Showdown (360, PS3 & PC), F1 2011 (360, PS3 & PC), BODYCOUNT (360, PS3 & PC), DiRT3 (360, PS3 & PC), Operation Flashpoint: Red River (360, PS3 & PC), DiRT 2 (360, PS3 & PC), Operation Flashpoint: Dragon Rising (360, PS3 & PC), Race Driver: Grid (360, PS3 & PC) (won BAFTA Award) and F1 2010 (360, PS3 & PC) (won BAFTA Award).

- I was the Lead Artist of the Characters and Weapons teams and was responsible for the production of characters and weapons across all Codemasters' studios

- I managed the team in all aspects of production while also creating characters myself

- I handled Art style benchmarks, reviews, pipeline and production prototyping and roll outs, scheduling, staff hiring, appraisals, software evaluation and myriad other tasks that fell under my remit

- I also periodically scheduled and directed a team of artists in our Kuala Lumpur studio who also produce characters and weapons for us

Lead Character Artist at Radical Entertainment/Vivendi Canada (Vancouver)

January 2006 - March 2007 (1 year 3 months)

[PROTOTYPE] (PS3 & 360)

- I was the Lead Character Artist on this highly ambitious original IP
- My role was to lead the character team in all areas of character production
- This included setting up character art pipelines and benchmark standards for modeling and texturing
- I led the visual development of Alex Mercer and the various characters he consumes/becomes and the creatures he battles
- I worked closely with the designers and coders to help develop the technology to allow us to visualise Alex's abilities as well as populate New York

Lead Creative Artist at Climax Online

December 2001 - April 2005 (3 years 5 months)

Warhammer Online (PC)

- I joined Climax initially as a Senior Character Artist, but gained the position of Lead Artist
- I worked primarily on Warhammer Online: the joint venture with Games Workshop to develop their fantasy IP into a MMORPG
- I modelled, textured and skinned a vast array of Warhammer races and characters
- I also mentored the character team and set up production pipelines and quality benchmarks
- I regularly worked alongside our coder team to test and develop our in-house tools
- In my time there I gained a wealth of experience developing techniques for Normal map generation and modeling with high order surfaces such as Bezier patches
- I also produced concept art for new game ideas that could utilize our MMO technology; these included one I wrote and pitched myself

Concept/3d Artist at Elixir Studios

January 2001 - December 2001 (1 year)

Republic: The Revolution (Xbox, PC); Unreleased MMO (PC); Unreleased Future Sports Game (Xbox)

- My job involved producing concept art, 3D models and textures for a number of titles under development

- These were Republic: the Revolution and two, unreleased games

Concept/3d Artist

March 2000 - January 2001 (11 months)

RC Revenge Pro (PS2); Crazy Taxi (PS2); XG3 (PS2); Alias (Xbox)

- I was an artist - modeling, texturing and producing concept art for the following PS2 titles: RC Revenge Pro, Crazy Taxi, XG3 and pre-production work on a 3rd person action game that became Alias

Pukka Games

December 1998 - March 2000 (1 year 4 months)

- I was initially employed as a concept artist responsible for generating character and level design concept art

- During this time I also began learning 3DS Max and Photoshop

Freelancer

December 1997 - December 1998 (1 year 1 month)

- During this time I produced concept art, comic strips & illustrations for a number of projects

In House Artist at Games Workshop Ltd

February 1996 - December 1997 (1 year 11 months)

- I worked at Games Workshop's Design Studio for nearly two years as an artist producing illustrations and graphics for game books, rulebooks and White Dwarf

- I also worked on original character designs that were used to create miniatures from

Education

University for the Creative Arts

National Diploma, Art & Design, 1991 - 1993

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[Contact Toby on LinkedIn](#)