

MATT LEIGHTON

CHARACTER ARTIST

Portfolio: Mattleighton.com

Mattleighton008@live.co.uk

Contact no: 07985284378

An adaptable and proven Character Artist, with an expert knowledge of digital sculpting and character creation for games. My confidence in a range of styles of character art and experience producing marketing artwork and digital illustrations makes me a versatile member of the team.

EXPERIENCE

Skymoos Interactive (Edinburgh)
Character Artist

JUL 2017 - Present

Character Artist responsible for all aspects of Character creation.

University of Teesside (UK)
Senior Lecturer in Game Art

2015 - 2017

Teaching the core principles of game asset creation in the areas of Character and Environment production.

22Cans (Guildford)
3D Artist

2012 - 2015

Primary artist responsible for the creation of character meshes, environment assets and promotional artwork.

Bizarre Creations (Liverpool)
Balance Team Member

2010

Member of a QA team charged with reporting & inputting bugs, along with varying fixes.

PROJECTS

Skymoos Interactive (Edinburgh)
Character Artist

KB13

Character Artist responsible for a wide range of wardrobe assets, portraits and costume designs. Charged with sculpting, topology, texturing and engine implementation, I was responsible for all stages of the character pipeline.

22Cans (Guildford)
3D Artist

The Trail

Early concept generation and idea development.

GODUS

Primary Artist during production. Main responsibilities including the production of assets, concepts and promotional artwork across various platforms

Curiosity: what's inside the cube?

Assisted in final stages of production.

SKILLS

3D Studio Max

MAYA

Substance tools

Unreal Engine 4

Adobe Photoshop

Zbrush

Keyshot

3D Printing Process

ACHIEVEMENTS

Private commission sculptor for RCB collectibles statue company

Successful Kickstarter campaign (GODUS) - 2012

DEVELOP Award for Innovation - Present at 22cans studio & part of the development team for 'Curiosity'.

App store 'best of 2014'- GODUS awarded Apple App store 'best of 2014' status

PGCLTHE (Post Graduate Certificate in Learning/Teaching in Higher Education)

EDUCATION

Game Art (Character) MA, University of Teesside - Distinction.

Bachelor of Arts in Computer Games Art (Single Honours)

First Class Honours

University of Teesside, September 2010

REFERENCES

Paul McLaughlin
Art Director
22cans

Tim Hay
Lead Artist
Skymoos Interactive (Edinburgh)