

ANTHONY ROSBOTTOM

VISUAL ARTIST and DESIGNER

social

instagram @arosbottom
twitter @arosbottom

main skills

digital illustration
GUI creation
traditional art
art direction
3d modeling
texture creation & application
PBR shading
scene layout and construction
lighting
2d pixel art

high software proficiency in..

Photoshop
Unity3D
Blender3D

basic software proficiency in..

Adobe Animate (formerly Flash)
Spine
3dsMAX
Adobe Illustrator
Maya

currently training in..

Substance
Mari
Adobe After Effects
Premiere

contact

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current employment

Gaming Realms
Feb 2018 - current
Freelance Graphic Artist

I'm currently freelancing in the online gambling industry, rebranding an existing HTML5 & mobile game, to make it work with a comonly-known IP. Once this project goes live I will update with more details.

previous experience

HotGen Ltd.
Mar 2006 - Jan 2018
Senior Graphic Artist

At HotGen I initially created 2D & 3D graphics for numerous interactive toys. Later on I moved into creating UI graphics for iOS & Android apps designed to support the interactive toys. IP's involved included Disney's Starwars, Pirates Of The Carribean, Wall-E, Hannah Montana, High School Musical. Nickelodean's Teenage Mutant Ninja Turtles NAMCO-Bandai's arcade machine back catalogue. Hornby's Scalextric

Brightlight / EA
Jun 2010 - Sep 2010
VFX Artist

During a quiet period at HotGen, I was loaned out to EA's Brightlight studio. I did realtime VFX particle systems for the xbox360 game Spare Parts.

HiScoreTV
Oct 2005 - Feb 2006
Graphic Artist

Created 2D graphics for an interactive toy, Radica's Plug'n Play Cricket.

Nexus Productions Ltd.
Sep 2005 - Oct 2005
3D Artist

I modeled some background robot characters in 3dsMax for a TV advert for Sony's EyeToy 3. I also used the Brazil|RS renderer to shade, light and render a large printed, point-of-sale poster for the same product.

Indestructible Production Company
Feb 2003 - Aug 2005
Senior Lighting TD

Indestructible Production Co. was set up to create the animated TV show *New Captain Scarlet*, which was a refresh of Gerry Anderson's classic 1967 series. General TD duties including, lighting, rendering, vehicle animation, camera placement. Specialised in Landscape modeling and shading.

Netherock Ltd.
2000 - 2002
Graphic Artist

While here I worked on *Medal of Honor: Infiltrator* for the GBA format released by EA. This was the 6th game in EA's Medal of Honor series

Crawfish Interactive Ltd.
1999- 2000
Graphic Artist

Here I worked on a handful of GameBoy Color format games, including, *Space Invaders* [2000] - Activision, *Ready 2 Rumble Boxing* - Midway and *ECW Hardcore Revolution* - Acclaim

App. Design Portfolio

<https://anthonyrosbottom.myportfolio.com/>

Art and Illustration Portfolio

www.anthonyrosbottom.com

