

# 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](http://www.anthonyrosbottom.com)

