

Toby Lewin

Generalist/Matte Painter & Concept Artist

Portfolio - tobylewin.com | Email - toby.lewin@gmail.com

Generalist/DMP in the VFX industry. I studied Digital Production at Gnomon School of Visual Effects and have 10 years of experience working in the VFX and Games industries.

Skills

2D/3D Matte Painting

Modeling/Texturing

Concept Art

Experienced in Photoshop, Maya, Nuke, Zbrush, Mari, Nuke, After Effects, Substance, Speedtree

Experience

3D Generalist/Concept Artist

Cloud Imperium Games 2014 – Current

Star Citizen - 3D Modeling, Concept Art, Cinematics, Lighting. Using both offline and in-engine rendering.

Designer & Matte Painter

Fuel VFX 2009 – 2013

The Avengers - Matte Painting and Concept Art

Prometheus - Holographic UI motion graphics, Engineer Hologram VFX Design

Clients include Coca-Cola, Fox, Nissan, Wrigley's, Arnott's, Leggos

Matte Painter

Animal Logic 2008 – 2009

Knowing - Matte Painting, Art Assistant

Clients include Mars, Uncle Ben's, Blonde

Designer & Matte Painter

Radical Media 2008 – 2009

Concept art, Matte Painting and Compositing.