

ANT SKILTON

Technical Environment Artist & Level Designer

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EXPERIENCE

Microsoft Rare

Sea of Thieves
Oct 2018 - Present

Environment Artist / Level Designer

As a member of the small core world team, I helped create spaces for new interiors, island dressing, prop and material creation, and of course bug fixing.

Rebellion Developments

Strange Brigade (& DLC)
Jan 2017 - Sep 2018

Environment Artist / Level Designer

In addition to the core levels I worked on, I was responsible for maintaining the traversal design objects including all doors (of their varying natures) in the game. There was also an outsource batch of documentation and feedback I looked after.

Self Employed

Jul 2016 - Present

Artist & Developer

I created art packs on asset stores to sell to developers to implement into their own projects.

Playsport Games

Motorsport Manager
Dec 2015 - July 2016

Environment Artist / Level Designer

I had great fun designing and modelling the Headquarters part of the game, where the player can build their base and upgrade their buildings to higher tiers over progression.

Foster + Partners

Apple (& many others)
Nov 2013 - Sep 2015

Realtime Visualisation Artist

Responsibilities included implementing architects models into CryEngine / UE4, producing frames for editing into short films, and compositing polished stills in Photoshop. Promoted in 2014 from assistant visualisation artist.

EDUCATION

De Montfort University

Game Art & Design, (First Class BA Hons)
2010 - 2013

PROFILE

I've been interested in creative software / media development all my life. Environment design and world systems (literally and artistically) has always been my focus. I'm happy to mentor, share and of course learn, to ride the exciting wave of this ever-changing tech art medium.

SKILLSET

- + Formal art school training experience with understanding of art fundamentals
- + Level design, design languages, flow and world building experience
- + Material analysis and procedural creation, familiar with graph based workflows
- + High level asset production experience, from the high poly sculpt through to engine implementation with design states setup.
- + Pre-vis storyboarding, film/shot creation and visual storytelling
- + Technical knowledge of scene profiling and applying optimisations (LoDs, draw calls, batching, lighting, shader complexities, streaming budgets and scene management)
- + Experienced in PBR material creation workflows and node based shader creation
- + Very familiar with agile production, bug tracking, dev ops, asset management and source control
- + Worked with outsource studios and written briefs with routine feedback to artists
- + Tools creation experience including Houdini to create procedural assets.
- + Scripting experience (various languages), familiar with object orientated concepts, linear algebra and vector math functions
- + And of course I'm a team player, task prioritisation management, values soft skills, with the ability to write documentation clearly

TOOLKIT

Maya, 3DS Max, Blender, Modo
UE4, CryEngine 3, Unity, GameMaker
Zbrush, Photoshop, Affinity Photo & Designer
Substance Designer & Painter, Hexels
Quixel Suite, Houdini, Rizom 3D, Toolbag
Premiere (and other video editing software)