

# ANT SKILTON

## Technical Environment Artist

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## EXPERIENCE

### Microsoft Rare

Sea of Thieves  
Oct 2018 - Present

#### Technical Environment Artist

As a member of a small centralised team who liaise with engineering and design, I was responsible for world composition work including blueprint setup, creating interiors, some prop & material creation, optimising existing content, bug fixing, PIX GPU profiling (inherently involves custom build compilation) and writing technical documentation for the art team.

### Rebellion Developments

Strange Brigade (& DLC)  
Jan 2017 - Sep 2018

#### Environment Artist / Level Designer

In addition to the 3 core levels I worked on with their assumed responsibilities of asset creation, lighting and world dressing; I was responsible for maintaining the game's traversal design objects including all doors (and their varieties), which are setup as data assets with logic which change state from incoming messages. There was also an art outsource batch 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

Working in an indie studio, I had the chance to design and model the Headquarters with the team, where the player can build their base and upgrade their buildings to higher tiers over progression. This involved designing a visual language to represent an improvement hierarchy in a holistic way.

### Foster + Partners

Apple (& many others)  
Nov 2013 - Sep 2015

#### Realtime Visualisation Artist

As part of a multi-disciplined visualisation team, my responsibilities included optimising and 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 / interactive media development from a young age. Material creation, sculpting, environment design and world systems (literally and artistically) is my focus (as broad as that focus is), but generally, visual & software development is classed as a whole package.

## 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
- + Full asset production pipeline experience, from high poly through to engine implementation with design logic and animation 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 Python, familiar with object orientated concepts, linear algebra and vector math functions
- + And of course I'm a team player willing to share and learn. I value my task prioritisation management, soft skills and amiability, 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)