

Anthony O'Donnell

Associate Art Director

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Art Portfolio

<http://antodonnell.com/>

Artstation

<https://www.artstation.com/artist/antodonnell>

About

All my life I've had a strong passion for the creative arts, especially those centered around creating worlds or bringing ideas to life such as movies, video – games and comic books. To this day my passion remains and my prime motivation is still to produce high quality art with a like-minded team. I take pleasure in working alongside other artists and seeing them succeed. Mentoring and helping other artists develop is an aspect of my job I've enjoyed over the years.

I'm a well-rounded artist with a lot of proven experience in game art production and visual design and direction. Throughout my career and to this day I continue to push my skillset in both 2d and 3d art alongside staying apprised of new techniques and software emerging to continually improve my workflows. My strong technical knowledge related to game art compliments my knowledge of traditional art fundamentals. Continual personal development is something I believe in no matter how much I think I may know there's always more to learn.

After being fortunate enough to work in the games industry since 2007 I now more than ever try to share any wisdom I've gained thus far with aspiring artists who wish to enter the industry today. This has led me down the path of going back to producing tutorials to share online and getting involved with the Grads in Games – Search for a Star event as an assessor and Judge in 2019 and 2020.

Experience

Associate Art Director

Firesprite

September 2019 – Present

Moving on from the success of the previous project I was promoted to a new project to help drive the visual design / world building of the project during the R&D phase.

Lead Artist

Firesprite

April 2018– September 2019

I joined Firesprite in 2018 to take a Lead Artist role on an in development title. I really enjoyed the project and role working alongside other talented artists to deliver a quality product.

Senior Environment Artist at TT Games

TT Games / WB Games

April 2016 – April 2018

Projects:

Lego Marvel Super Heroes 2 (2017)

Lego Dimensions – Fantastic Beasts and Where to find them Story Pack (2016)

At TT Games as a Senior Environment artist my main role involves producing art for areas of games in the Lego Games Series. When required I'm also on hand to mentor other artists'.

Senior Artist / Location Lead on Driveclub / Driveclub VR

Evolution Studios

February 2012 – March 2016 (4 years)

Project: Driveclub

During the production of Driveclub I was given the opportunity of taking ownership of the Scotland tracks (7 tracks in total with 19 variants) after the initial blockout phase to progress the tracks through to GM. I was responsible for the overall aesthetics of the tracks which required me to compose assets within the tracks, sculpt / model the landscape, setup materials and create/edit textures. For the games DLC I got to concept, design and build two tracks from scratch.

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Skills/Knowledge:

Modelling

Texturing

Sculpting

Material creation

PBR material setup

Optimization

Concept Art

Visual Direction

Software:

Maya

Max

Mudbox

Zbrush

Substance Painter

Substance Designer

Photoshop

Manga Studio

Unreal Engine 4

Assistant Art Director

Evolution Studios

March 2011 – February 2012 (1 year)

Motorstorm RC:

I served as assistant art director on Motorstorm RC released on PSN and PlayStation Vita in February 2012

Responsibilities included:

- Working alongside the art director in defining the look of the environments.
- Liaising regularly with designers and concept artists to discuss aspects of the game.
- During the production I was responsible for managing the environment art team of 11 to deliver all environments on schedule and to quality on both platforms.
- Provision of various marketing assets was also needed. This included in-game screenshots and high quality renders of in-game assets.

Environment Artist

Evolution Studios

April 2009 – January 2011 (1 year 10 months)

Motorstorm Apocalypse:

Position: Environment artist April 2009 – January 2011

Environment Artist

Evolution Studios

October 2008 – March 2009 (6 months)

Motorstorm Pacific Rift DLC

Junior Artist / Environment Artist

Evolution Studios

July 2007 – October 2008 (1 year 4 months)

Motorstorm Pacific Rift

Junior Artist

Evolution Studios

May 2007 – July 2007 (3 months)

Motorstorm DLC

Education

Bournemouth University

Computer Graphics Games Development - PGDip with Distinction

March 2012 – June 2018

This was a part time short course I completed alongside work and was offered by my employer at the time.

It was a really great opportunity and a focused way to drive my personal development.

Ballyfermot College of Further Education

BTEC Higher National Diploma in 3D Computer Animation

2002 – 2004

Sept 2002 - June 2004

11 Distinctions and 10 Merits

Ballyfermot College of Further Education

FETAC NCVA Level 2 in Art, Art, animation, life drawing

2001 – 2002

Sept 2001 - June 2002

5 Distinctions and 3 Merits