

# Jack Eaves

Concept Artist

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Currently working as a Concept Artist at Rebellion Film & TV Studios, Didcot, before that I have been at Rebellion Games, Oxford since Jan 2015 and an Internship at Supermassive Games prior to that.

I believe my biggest role as a concept artist is to support the team in creating the best game or product possible. Therefore I like to utilise the full range of my knowledge of different software and techniques best suited for the task I am given. I utilise fully 3D workflows including sculpting and Unreal Engine 4 to Photobash and fully painted workflows, but also not afraid to dive into my sketchbook with markers and pens to solve pesky design challenges early on.

Art and being creative has been pivotal in my life for longer than I can remember. From spending countless hours gaming as a kid to sitting for days in front of my monitor watching behind the scenes documentary's for films and games; I find it purely fascinating to watch groups of creative individuals produce something so much larger than themselves that can bring such fun and awe to many others even after it is finished. I love nothing more than being part of this experience and to inspire those like myself to step into the industry and create their own adventures too. This is why I frequently try my best to make an effort to give back, from mentoring students at my past universities, providing feedback to fans of our games at conventions or providing my own support to those who email me or contact me via my website, I love this whole journey and also want others to experience the joys of it too.

## WORK EXPERIENCE

### **Rebellion Film & TV Studios - Concept Artist - September 2019 - Present**

- Concept art and Matte Painting (DMP) for our film and TV projects.
- Digital set creation for our Virtual Production projects.
- Helping all departments including on-set physical set dressing.

Projects Include: Rogue Trooper, Mega City One, Percival (LED wall short film)

### **Rebellion - Concept Artist - December 2016 – September 2019**

- Aiding development of AAA titles through concept art and related skills.

Projects include: Strange Brigade, Zombie Army 4, Sniper Elite 5. Other NDA titles.

### **Rebellion - Junior Concept Artist - January 2015 - Present**

- Aiding development of AAA titles through concept art and related skills.

Projects include: Sniper Elite 4, Battlezone VR and other NDA titles.

### **Supermassive Games (Sony) - Production Art Intern - June 2013 to August 2013**

- Until Dawn (PS4) - 3D greybox paintovers, Prop and interior concept artwork.
- Unannounced Mobile Game(s) - Initial blue sky concept design and mock up artwork.

## **Freelance / Contract Work - Concept Artist / Illustrator - June 2011 – Present**

- **Make A Wish Foundation UK** - Produced background artwork for short film 'Dimension Zero' as part of Clark Doyle's Make A Wish. The film: <http://goo.gl/ckTJnn>
- **Leading Light Design** - NDA – Producing stylised concept art, promo art and illustration, interface design as a remote contract artist.
- **Supermassive Games (Sony)** - Until Dawn (PS4) - Producing Concept, Production art and Storyboard as both an intern and an in-house contract artist.
- **Fractured Pixel** - Unannounced - Created background designs to be used to pitch a fighting game to Marvel.
- **GCT Studios** - Bushido - Promotional and environment designs for table top game rule book, game board illustration, Graphic Design and Card Artwork. Rise of the Kage kickstarter: <http://goo.gl/V7Zh6M>
- **Devoid Studios** - Dusk - All major character, environment, concept design as well the promotional and web artwork.
- **Young and Talented** - THE REAL DEAL - Storyboard artwork for a TV show pitch to Nickelodeon
- Other currently NDA projects.

## **ADDITIONAL EXPERIENCE**

### **University for Creative Arts Farnham - Mentor / Sessional Lecturer - May 2014 to Present**

- Mentoring degree students interested in concept art, providing support where needed. 2-3 times per year.

### **Plymouth College of Art - Teaching Assistant - May 2011 to February 2012**

- Mentor for weekly peer-to-peer digital art sessions during term time along side studies.

### **The Rydan Workshop - Teaching Assistant - September 2011 to July 2012**

- Giving feedback on students work via mid-week forums and assisting Luke Church during 'Intro To Digital Concept Art' lectures and Geoff Taylor during 'Digital Entertainment Design' lectures.

## **ADDITIONAL SKILLS**

**Moderate knowledge of 3D software** - 3dsmax, Maya, 3DCoat, Unreal Engine 4, DAZ3d

**Experience with 3D pipeline** - Unwrapping, Texturing, Low poly, High Poly sculpts

**Basic knowledge of game engines** - (Unity, UE4)

## **ACHIEVEMENTS**

**Imagine FX** - Issue 75 - Artwork 'Kobo the Merchant' process sheet featured in the development sheet section.

**3D Artist Magazine** - Issue 36 - Artwork 'Hidden City' featured with Rydan Workshop as part of a course feature.

**Disney Interactive Studios** - Production Internship - Top 8 in the UK to receive an interview for year long paid placement.

## **EDUCATION**

**BA(HONS) in Design for Games** - UCA Farnham - September 2012 to May 2014 - Graduated 1st Class Honours

**Titus Lunter Private Mentorship** - March 2014

**CGMA James Paick Environment Design 1** - August 2013 - October 2013

**The Rydan Workshop** - Geoff Taylor Digital Entertainment Design - September 2011

**The Rydan Workshop** - Luke Church Intro to Digital Concept Art - May 2011

**FD in Design for Games** - Plymouth College of Art- September 2010 to July 2012