

Anthony Rosbottom

VISUAL ARTIST & DESIGNER

I'm a 30+ year veteran of the video game development industry. I started my career creating 2D pixel art for 8 & 16bit home computers. I then went on to create graphics for well-known console games. From there I spent two years in the TV CG Animation world. Returned to videogames & worked on a number of interactive toys and then mobile phone games and apps. Interests include science fiction, hiking, cycling and sustainable gardening.

MAIN SKILLS

2D Game Graphics
GUI Creation
Digital Illustration
3D Modeling
Texture Creation & Application
PBR Shading
Scene Layout & Construction
3D Lighting
2D Pixel Art
Art Direction
Concept Design

Current Software Proficiency

Adobe Photoshop
Unity3D
Blender3D

Previous Software experience

Autodesk Maya
Adobe After Effects
Adobe Substance Painter
Esoterics Spine 2D
Autodesk 3dsMAX

CONTACT

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Portfolio Website
www.anthonyrosbottom.com

Recent Employment History

Supermassive - Contract UI artist

Jan 2021

I was brought onto the **Little Nightmares II** project at the end to supply missing info graphics in the settings menu. Also modified the main title screen to allow the logo to animate.

No Yetis Allowed - Art Lead / Art Manager

Jan 2019 - Feb 2021

The sole project at No Yetis Allowed was an **iOS** and **Android** game called '**JUDGE DREDD: CRIME FILES**', created in **Unity**. I was responsible for creating the front end screens and their content, in game panels and HUDs and all the icons throughout the game. I also generated all the imagery and videos used to market the game.

NapNok Games Aps - Art Lead / Art Manager

Jul 2018 - Dec 2018

My main duties here were running a team of 3D Artists and Animators in NapNok's Macedonian studio. I was also responsible for tasking and scheduling artwork in the Danish and Macedonian studios. Other duties involved recruitment of new artists and overseeing the correct licensing of software.

Gaming Realms - Freelance Graphic Artist

Feb 2018 - Jun 2018

Took an existing HTML5 and mobile, online gambling game and re-skinned it to make a new version based on the **ITV** IP "**The Chase**" TV Game show.

HotGen Ltd - Senior Graphic Artist

Mar 2006 - Jan 2018

At HotGen I created 2D & 3D graphics for numerous interactive toys. Later on I moved into creating UI graphics for **iOS** & **Android** apps designed to support the interactive toys. IP's included **Disney's Star Wars**, **Pirates Of The Carribean**, **Wall-E**, **Hannah Montana**, **High School Musical**, **Nickelodeon's Teenage Mutant Ninja Turtles**, **NAMCO-Bandai's** arcade machine back catalogue, **Hornby's Scalextric**, **Dreamworks How To Train Your Dragon** and **DC Comics Justice League**.

Brightlight / EA - Realtime VFX Artist

Jun 2010 - Sep 2010

During a quiet period at HotGen, I was loaned out to EA's Brightlight studio. I did realtime VFX particle systems for the **xbox360** & **PS3** game **Spare Parts**.

HiScoreTV - Graphic Artist

Oct 2005 - Feb 2006

Created 2D graphics for an interactive toy, Radica's Plug'n Play Cricket.

Nexus Productions Ltd. - 3D Artist

Sep 2005 - Oct 2005

I modeled some background robot characters in **3dsMax** for a TV advert for **Sony's EyeToy3**. I was also responsible for shading, lighting and rendering a large printed, point-of-sale poster for the same product

Indestructible Production Company Senior Lighting TD

Feb 2003 - Aug 2005

Indestructible Production Co. was set up to create the CG animated TV show **New Captain Scarlet**, which was a refresh of **Gerry Anderson's** classic 1967 series.

My Technical Director duties included, scene assembly, lighting, rendering, vehicle animation. I specialised in landscape modeling and shading. Software used was **Maya** and **Lightwave3D**