

Anthony O'Donnell

Senior Artist

Props / Environments

Mobile: 07817736067

Email:

nathdevlin@gmail.com

nathdevlin@hotmail.com

Art Portfolio

<http://antodonnell.com/>

Artstation

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

About

Since starting out as a Junior Artist in 2007 I've now in 2017 completed work on my 6th released title in a Senior Artist role. Having worked on this many published video game projects from start to finish since 2007 I have become an experienced and trustworthy artist who can see work through the entire production process. My primary focus is environment art but I'm also experienced in visual development, level design, mentoring of other artists and team management. I'm familiar with current environment production techniques and am constantly dabbling with any other software/tools or techniques that emerge to maintain an up to date skillset.

Over the years I've managed art teams consisting of 3-11 artists. This included scheduling, briefing, and reviewing work. Assistance in setting up and defining best practices / art pipelines was also necessary.

In this time I've also accrued a decent technical knowledge relating to game art production. I've utilized the Scrum / Agile / Kanban and Waterfall management methodologies and received relevant training while at Evolution Studios / SCEE.

I'm keen for a role I can use to progress my career and push my own skills and that utilizes the experience I've gained over the years producing art for video games.

Experience

Senior Environment Artist at TT Games

TT Games / WB Games

April 2016 – Present

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

Role: Location Lead

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. I was also required to address playability issues, optimizations and bug fixes. For the games DLC I got to concept, design and build two tracks from scratch. Wester Ross and Old Town.

Other requirements of this role as a Location Lead involved:

- Managing a team of artists in-house (6 at the busiest period) to ensure a timely delivery of work to quality for the tracks I was responsible for.
- Communicating / briefing and providing feedback on outsource work during my 4 years on Driveclub.
- Reviewing of in-house assets and outsource work relevant to the tracks assigned to me.
- To define / write up and teach best practices in relation to the production of environment art.

Anthony O'Donnell

Senior Artist

Skills/Knowledge:

Modelling

Texturing

Sculpting

Material creation

PBR material setup

Optimization

Concept Art

Visual Direction

Software:

Maya

Max

Mudbox

Zbrush

Quixel Suite 2.0

Substance Painter

Substance Designer

Photoshop

Manga Studio

Unreal Engine 4

Painter

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

MA Computer Graphics for Games Development

2012 – Present

Currently undertaking this short course. So far I have completed 5/6 modules and am on track to graduate in 2018.

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

