

# Toby Lewin

Generalist/Matte Painter & Concept Artist

Portfolio - [tobylewin.com](http://tobylewin.com) | Email - [toby.lewin@gmail.com](mailto:toby.lewin@gmail.com)

Generalist/DMP in the VFX industry. I studied Digital Production at Gnomon School of Visual Effects and have 10 years of experience working in the VFX and Games industries.

---

## Skills

2D/3D Matte Painting

Modeling/Texturing

Concept Art

Experienced in Photoshop, Maya, Nuke, Zbrush, Mari, Nuke, After Effects, Substance, Speedtree

---

## Experience

### **3D Generalist/Concept Artist**

Cloud Imperium Games 2014 – Current

Star Citizen - 3D Modeling, Concept Art, Cinematics, Lighting. Using both offline and in-engine rendering.

### **Designer & Matte Painter**

Fuel VFX 2009 – 2013

The Avengers - Matte Painting and Concept Art

Prometheus - Holographic UI motion graphics, Engineer Hologram VFX Design

Clients include Coca-Cola, Fox, Nissan, Wrigley's, Arnott's, Leggos

### **Matte Painter**

Animal Logic 2008 – 2009

Knowing - Matte Painting, Art Assistant

Clients include Mars, Uncle Ben's, Blonde

### **Designer & Matte Painter**

Radical Media 2008 – 2009

Concept art, Matte Painting and Compositing.