

ANTHONY FORDHAM

Residence: Vancouver, BC, Canada.
Mobile: 778-708-0654
Email: affington@gmail.com
Portfolio: <http://www.affington.com>
Linkedin: <http://www.linkedin.com/in/anthonyfordham>

Software: Focus

- Substance Designer
- Maya
- Substance Painter
- Unreal Engine 4

- Photoshop
- Knald \ Lys
- Zbrush
- xNormal

- SpeedTreeModeler
- Perforce
- Confluence
- Unity

Knowledgeable

- Hansoft
- Frostbite
- 3dMax
- Devtrack

Work Experience:

Piranha Games

2017-Current - MW5 (PC) - Senior Environment Artist

- Biome Substance Designer Textures\Rock & Ice Landforms modeling\shader. Creating and modifying SpeedTree assets for the biomes.
- Create modular destructible buildings and props in UE4\3d Max\Substance
- Height blend building shader, Foliage shader with dynamic autumn, Dynamic snow function in UE4 Material Editor.
- Creating task's and leading the Biome Layout team. Social Marketing Screenshots.

Rainmaker Entertainment - 5 months

2016-2017 - ReBoot (TV) - Senior Surfacer

- Responsible for PBR surfacing environments and props in Unreal Engine 4's Material editor.
- Lighting for Sets/Environments based off concepts.

Electronic Arts Canada - 6 months

2016 - FIFA 17 (PC, PS4, XB1, PS3, 360) - Environment Artist

- FUT icon/pack renders MR, surface/lighting
- FIFA Ultimate Team wipe screen, animation\modeling\surfacing\lighting.
- Stadium Cleanup Enlighten and Flux bakes.
- Houdini - League logo generation from svg's.

BigAnt Studios - 10 years

2015 - Lacrosse (PC, PS4, XB1) - TruBlu - Lead Lighter\Surfacier\Environment and Props Artist

- Day\night stadium lighting, tweaking the existing settings established for rugby 3
- PBR Surfacing, Stadium building and asset creation (trees and various other game objects to be shared between stadiums)

14-15 - Rugby League Live 3 (PC, PS4, XB1,360, PS3) - TruBlu - Lead Lighter\Surfacier\Environment and Props Artist

- Day\night intro cutscene and stadium lighting, Sky, Clouds, Screen Overlays, TintFx, ToneMapping curve, Bloom and Sun\Glow sprites.
- SSAO and dynamic shadow settings
- PBR Texture balancing on stadiums and field 3d grass for the playing fields\mud wear maps\splash\mud\grass particles.
- Created of 52x initial Hairstyles for players and creation hair strand textures.
- Marketing Screenshots

2013 - Don Bradman Cricket (PC, PS4, XB1,360, PS3) - TruBlu - Lighter\Surfacier\Environment, Props Artist\Level Design

- Lead Lighter, Sky, Clouds, Screen Overlays, TintFx, ToneMapping, Bloom Settings and Sun\Glow sprites.
- Indoor Training Nets and New Zealand Stadium design and creation.
- Marketing Screenshots

2012 - Rugby League Live 2 (PC, 360, PS3) - TruBlu - Modeler\Surfacier\Animator\Menu Design

- Stadiums textures and light bakes.
- Front end 3d menu's to complement work done by the Lead UI artist

2011 - R&D Team, Unity (PC) - RioTinto - Props Artist\Animation\FX

- Responsible for vehicle\camera animation\props and fx for a VR Interactive safety visulisation in Unity.

2011 - AFL Live (PC, 360, PS3) - TruBlu - Modeler\Surfacier\Animator\Lighter\Menu Design

- Front End/Trophy Room environment's to complement Main Menu UI.

2010 - Rugby League Live - (360, PS3) - TruBlu - Surfacier

- Playing field texture\wear maps and level optimization

2008 - World of Outlaws: Sprint Cars - (360, PS3) - THQ - Environment Artist

- Stadiums textures and light bakes.
- Created the texture maps for the track surface and variants

2008 - Pirate Blast - (Wii) - Zoo Games - Level Design\Environment Prop Artist

- Responsible for modular construction pieces and hero buildings.

2007 - Sprint Cars 2: Showdown at Eldora - (PS2) - THQ - Environment Artist

2006-2007 - Hellboy: The Science of Evil - (PSP) - Konami - Environment, Prop Artist\Lighting

- Responsible for modular construction pieces for all Environments expect for the castle.

Education:

- 2004 - 2005 Academy of Interactive Entertainment - Diploma of Computer Game Development

References:

- Ross Symons - BigAnt CEO ([link](#))

Publications:

- Environment art interview for PC power play issue 174 Feb 2010

Hobbies and Interests:

- Video Games, Life Drawing, Digital\Art, Mountain Bikes, Snowboarding, Live Bands, Travel and Urban\Exploration.