

# Anthony Rosbottom

## VISUAL ARTIST & DESIGNER

### About

30+ year veteran of the videogame 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 spent two years in the TV CG animation world.

Came back to videogames & worked on numerous interactive toys and then mobile phone apps and games.

interests include science fiction, sustainable gardening and hiking and cycling in the great outdoors.

### Main Skills

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

### Current Software Proficiency

Adobe Photoshop  
Unity3D  
Blender3D

### Basic Software Proficiency

Autodesk Maya  
Adobe After Effects

### Contact

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Portfolio website  
www.anthonrosbottom.com

## Recent Employment History

### NoYetis Allowed - Art Lead / Art Manager

Jan 2019 - Present

As Art Manager / Lead Artist for NYA's current iOS and Android game '**JUDGE DREDD: CRIME FILES**'. I am responsible for creating the front end menu screens and their content, the ingame panels and HUDs and all the icons throughout the game. I also generate all the marketing imagery and videos used to market the game.

### NapNok Games ApS - Art Lead / Art Manager

July 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 both the Danish and Macedonian studios. Other duties involved recruitment of new artists and overseeing the correct licensing of the creative software.

### Gaming Realms - Freelance Graphic Artist

Feb 2018 - June 2018

Rebranded an existing HTML5 & mobile online gambling game, to make it work with the ITV IP "**The Chase**" TV game show.

### HotGen Ltd. - Senior Graphic Artist

Mar 2006 - Jan 2018

At HotGen I initially 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 involved included **Disney's Starwars**, **Pirates Of The Carribean**, **Wall-E**, **Hannah Montana**, **High School Musical**, **Nickelodean's Teenage Mutant Ninja Turtles**. **NAMCO-Bandai's** arcade machine back catalogue. **Hornby's Scalextric**

### 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 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 animated TV show **New Captain Scarlet**, which was a refresh of **Gerry Anderson's** classic 1967 series. General TD duties including, lighting, rendering, vehicle animation, camera placement. Specialised in Landscape modeling and shading.