

ALEC CHALMERS

DIGITAL ARTIST

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SUMMARY

I am an Environment Concept Artist for games and a Lecturer in Comic and Concept Art at Leeds Arts University. My primary focus is Environment Concept Art as part of the lecturing team here at Leeds Arts University although my skills span a multitude of related subject areas. I am responsible for many aspects of the BA course such as social media, conducting events and webinars, and networking with many industry professionals. I have made numerous contacts since the course began and organized an honorary degree for a local professional working in the mainstream comic industry. I am also the Course Leader on the MA Worldbuilding course, one of the fastest-growing MA courses at Leeds Arts University. I am also an external examiner at Warwickshire College for their Foundation Degree in Games Art and Futureworks in Salford for their BA (Hons) Game Art degree.

I have experience as an Environment Concept Artist in the games industry, working on an unreleased title for Infuse Studios as a Game Artist at Just Add Water (Developments) Ltd. working on multiple titles, one being a VR shooter and another a stylized platformer. My role in the studio was as a Game Artist in a broader sense where I specialized in both the concept and creation of Environments.

SKILLS

- **Lecturing/Teaching**
- **Digital painting** (Photoshop/ Clip studio Paint)
- **3D modelling, texturing, rendering** (Blender, 3DS Max, Maya, ZBrush, Substance Suite, Octane Render, Keyshot, Marvelous Designer, Sketchup, Character Creator, Marmoset Toolbag)
- **Game engines** (Unreal/Unity)
- Fellow of the Higher Education Academy

EDUCATION

- MA Concept Art for Games and Animation Teesside University, Feb. 2016-2017, Merit
- BA (hons) Visual Communication Birmingham City University, 2006-2009, 2:1
- Foundation in Art and Design Sutton Coldfield College, 2005-2006, Merit

REFERENCES

Mike Smith

Course Leader - BA (Hons) Animation
Leeds Arts University, Leeds, West Yorkshire, UK
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WORK EXPERIENCE

- **Course Leader** - MA Worldbuilding - Leeds Arts University - *Aug 2020 - Present*
- **Lecturer** - BA (Hons) Comic and Concept Art - Leeds Arts University - *Sept 2018 - Present*
- **Freelance Concept Artist** Multiple Clients - *February 2021 - Present*
- **Game Artist** Just Add Water - *Oct. 2017 - sept 2018*
- **Part-time Lecturer for BA Concept Art** Teesside University - *Mar. 2017 - May 2017*
- **Environment Artist Intern** Infuse Studio - *Dec. 2016 - June 2017*

INDEPENDENT STUDY

- CGMA - IP Development for Production
- Environment Artist Bootcamp
- Futurepoly - 3D Modeling for Games
- CG Workshops - 3D Modeling for Game Environments

Stewart Gilray

CEO/ Founder of Just Add Water (Developments)
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