

Simon Dew – 3D Artist - Curriculum Vitae

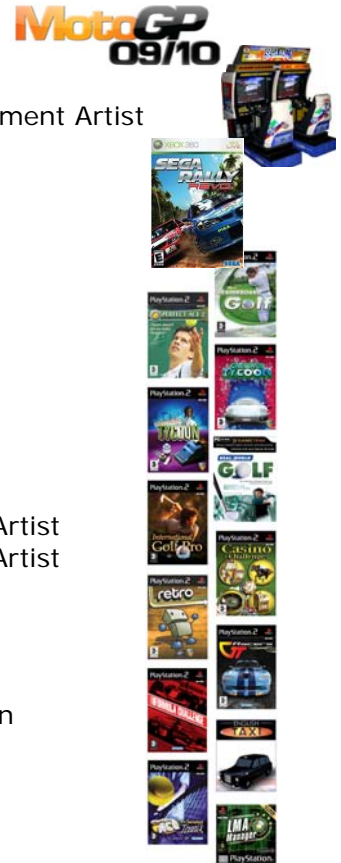
PERSONAL DETAILS:

Full Name: Simon Karl Dew
Date of Birth: 24th January 1980
Nationality: British
Address: 12 Semele Close, Radford Semele, Leamington Spa, Warks, CV31 1UF
Phone No.: (07887) 702686

Email: simon@dewboy.net
Web & Showreel: www.dewboy.net

WORK EXPERIENCE:

- Lead Environment Artist **Monumental Games**
I joined Monumental Games to head the environment art on their first console title – MotoGP 09/10 (Published by Capcom USA) for PS3 and Xbox 360. Leading a team of 10 artists spread across 2 studios in Nottingham and Manchester and also liaising with the Offshore manager and the team of artists in the Offshore studio in India. Daily responsibilities include work appraisals, task setting and scheduling, liaising between the programmers, lead artist, design and technical art. Art and art pipeline documentation, Setting artwork benchmarks and examples. Helping and troubleshooting art related issues for the team. 50/50 split between management and hands on artwork.
Date: Oct 2008 - Present
- Senior Artist **SEGA Racing Studio**
Primarily working on the environment team. Designing and building environments and dealing with the technical aspects of a next gen pipeline. Responsible for next gen assets, textures and levels on PS3, XBOX 360, PC and Arcade cabinet. Additional tasks include management of small track teams and outsourcing, animation, front-end and HUD design and special effects (particles, lighting effects)
Date: Oct 2006 – Oct 2008
- Lead Artist **Aqua Pacific: 87a Warwick Street, Leamington Spa, CV32 4RJ**
Responsible for creating original graphics and managing artists for 15+ titles on PS2, PC, XBOX, Gamecube and Handheld systems. Daily tasks include in-game graphics (characters, textures, animations, front-end, environments), overseeing internal and external art teams (local freelancers to teams in China and India), game design documents and working with the programming team and publishers.
Date: 2002 – Oct 2006
- QA Technician **Codemasters: Stoneythorpe, Southam, Warks, CV33 ODL**
Summer placement as Quality Assurance Technician. Testing new games that were in development looking for bugs and suggesting improvements on design and gameplay, working in teams of 5 - 15 people.
Date: June 1999 - September 1999
- Graphic Designer **XKO-Online: 12 the Quadrangle, Grove Tech. Park, Wantage**
Part of the design team for a successful web design company. Designing ideas, concepts, animations, flash and html websites for a wide range of prestigious and successful national companies.
Date: June 2000 – Feb 2001



GAMEOGRAPHY:

2010	Motogp 09/10	PS3/X360	Lead Environment Artist
2008	Sega Rally 3	Arcade Machine	Senior Artist
2007	Sega Rally	PS3/X360/PC	Senior Artist
2006	Real World Golf 2007	PS2/PC	Lead Artist
2006	Leaderboard Golf	PS2	Lead Artist
2005	Perfect Ace Tennis 2	PS2/PC	Lead Artist
2005	Carwash Tycoon	PS2/PC	Lead Artist
2005	Sim Chemist	PS2/PC	Lead Artist
2005	Real World Golf	PS2/PC/XBOX	Lead Artist
2005	Tennis & Golf	Gamecube	Lead Artist
2004	Entrepreneur	PC	Lead Artist
2004	ITBox Golf 1&2	Arcade	Lead Artist
2004	International Golf Pro	PS2/PC	Lead Artist
2004	Casino Challenge	PS2	Supervising Artist
2004	Retro	PS2	Supervising Artist
2003	GT Racers	PS2	Lead Artist
2003	Formula challenge	PS2	Lead Artist
2003	English Taxi	PC	Lead Artist
2002	Perfect Ace Tennis	PS2/PC	Lead Artist
1999	LMA Manager	PS1	QA Technician

EDUCATION:

MA Computer Animation - National Centre for Computer Animation
Bournemouth University, Fern Barrow, Poole, Dorset, BH12 5BB

BA (Hons) Multimedia Design - De Montfort University, The Gateway, Leicester

ADDITIONAL EXPERIENCE & SKILLS:

Software: Proficient in: 3D Studio Max, Photoshop, Softimage XSI, Premiere, After Effects, Illustrator, Renderware, Character Studio, MS Office
Basic knowledge: Maya, Zbrush, Mud Box, Flash, Director, Motion Builder

Skills: Problem solving, Very quick learner, Excellent technical ability and understanding, Cinematography, Design, Layout, Basic understanding of Programming and ability to communicate with programmers, Teamwork, Excellent at Bomberman.

Experience: - Currently fixing up and race preparing an mx5 for use on track days.
- Film Making – I make short films with a friend, write, storyboard and help direct the films and create CG effects when needed.
- Member of SCSA (European NASCAR) pit crew for Team Catchpole. Tasks involved included car jack, pit-to-car radio, refueling, changing wheels.
- Rallying – Helped Marshall a few forest rally stages for local car clubs. Participated in '12 car' road rallies too.
- Karting – Enjoy karting whenever possible. Part of team taking part in Club100 endurance championship with 2-stroke 80mph karts.