

Paul Abbott

curriculum vitae

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I am a highly dedicated and creative art director with over twenty years' experience in the video games industry. With strong traditional art skills and a passion for fresh and original ideas, both in design and technology, I apply a hands-on approach to the entire creative. As a manager I strive to employ the best minds in the business, seeking out world-class artists from games, film or whatever the job requires. I like to lead by example and integrity, with authenticity, hard work and, of course, creativity at the core of my practice.

Skills

Strong traditional art skills

concept, storyboard, production sketches, key art

Most frequently used packages

Photoshop, Illustrator, 3DsMax, ZBrush, Substance Painter, Unity, UE4, After Effects

Get hands dirty with

Modelling, rigging, skinning, texturing, shader creation, VFX, Animation, post process FX, level design

I am also

Passionate about innovative creative ideas

A logical and pragmatic thinker

Dedicated and highly motivated

A confident communicator, verbal, written and other visual means

Keep up to date with current trends in design, art and tech

An experienced manager of small and large teams both in house and remote

Released Titles

Olli Olli World (release date to be announced)

Knowledge is Power Decades (2018)

Knowledge is Power (2017)

That's You (2017)

Alien Isolation (2014)

Buzz Quiz World (2009)

Buzz Brain of... (2009)

Viking: Battle for Asgard (2007)

Medieval 2: Total War (2006)

Spartan: Total Warrior (2005)

Rome: Total War (2004)

Employment History

Art Director/Lead Artist – Roll7

(May 2019 – Present)

Working alongside the Creative Director and Code, Design and Production teams to develop and manage the art for OlliOlliWorld

Duties

- Developing a working demo with supporting concept art and presentation material to get the game signed and through green light
- Building a remote team of specifically skilled 3D, concept, UI, VFX and technical artists
- Working with artists and coders to develop tools and tech to help achieve a unique art style and overcome some unique design challenges
- Developing and overseeing the art style from concept and development through to PR and marketing
- Hands on creating 3D assets, Lighting, Post Process, VFX, Concept art and marketing materials

Art Director – Wish Studios

(April 2013 – March 2019)

Working with the other directors to grow the studio from 4 to 35 employees, shipping 4 titles and developing 2 new IP's. Responsible for all the visual output of the studio

Duties

- Developing and overseeing the studio ethos and art style
- Developing and communicating art styles for new IPs
- Working closely and communicating with all departments throughout the entire development process
- Building, mentoring and managing a team of artists
- Employing and working closely with world class outsource artists, developing work from concept to final in game art
- Maintaining visual quality, pushing for technical innovation and artistic development
- Pitching new game ideas to potential clients
- Developing strong external relationships with clients and closely with publishers from project inception to final delivery
- PR and Demo work at trade shows and conferences

Lead Environment Artist – Creative Assembly

(April 2011 – April 2013)

Leading a team of 20+ artists in the development of the environments for Alien Isolation

Duties

- Working alongside the creative director and art director to produce concept art and develop the visual language of the game environments
- Hiring and managing a large art team with a wide spread of skills. Mentoring and developing abilities within art and management to maintain high standards in asset creation whilst creating a sustainable management structure.
- Working closely with design teams and directors to maintain the core pillars of the game and the close working relationship between design and art
- Developing technology and new techniques with code teams and technical artists to achieve world class graphics in a proprietary engine.

Senior Artist – Relentless Software

(May 2008 – March 2012)

Initially working on Buzz titles but quickly moved onto the new projects team developing original IP

Duties

- Creating in game art assets and concept art
- Working closely with design and code teams in the development of prototype software
- Mentoring and managing a small art team

Lead Environment Artist – Creative Assembly

(December 2006 – May 2008)

Leading a team of 10 artists in the development of the environments in Viking: Battle for Asgard

Duties

- Working alongside the creative director and art director to produce concept art and develop the visual language of the game environments
- Growing, managing and mentoring a team of artists
- Working closely with the level design team in the creation of the game world
- Creating in game assets, modelling, texturing, lighting
- Working alongside technical artists to develop tools for asset management and level editing

Artist – Creative Assembly

(July 2001– December 2006)

Concept and 3D artist on various PC and Console titles

Duties

- Creating aspirational mood paintings and concept art
- Creating in game assets, modelling, texturing, lighting

Education

University of Brighton

BA (Hons) Fine Art Painting

(1996 – 1999)

Cheltenham and Gloucester College of Higher Education

BTEC, Foundation Art and Design

(1995 – 1996)

References available on request

Please do not hesitate to contact me if you require references from any of my previous employers.