

LEWIS BLYTHE

CONCEPT ARTIST & ILLUSTRATOR



CONTACT

 lewisblythe.squarespace.com

 lewisblythe96@hotmail.com

 linkedin.com/in/lewis-blythe/

PROFILE

Enthusiastic and versatile Manchester-based artist **passionate about stylised colourful art**, vibrant and unique worlds, and fun character designs full of heart. **5+ years of experience designing characters for games**. A proactive and independent worker who thrives alongside like-minded people in a collaborative team setting

EMPLOYMENT

Character Artist - TT Games
Oct 2017 - Sep 2020

Character Concept Artist - TT Games
Sep 2020 - Present

TECHNICAL SKILLS

Character Design - Illustration -
Weapon Design - VFX Design -
Marketing Art - 3D Character Art -
3D Sculpting - Texturing - Retopology

SOFTWARE SKILLS

Procreate - Adobe Photoshop -
Adobe Illustrator - Maya - zBrush -
Substance Painter - Unreal Engine

EDUCATION

BA Computer Games Arts 2017
First Class Degree
University for the Creative Arts
Surrey, UK

SHIPPED TITLES

LEGO The Incredibles
The LEGO Movie 2 Videogame
LEGO DC Supervillains
LEGO Star Wars The Skywalker Saga

PROFESSIONAL EXPERIENCE

DESIGN

- **Strong art fundamentals** in drawing, painting, sculpting, anatomy, design and colour
- Specialised focus on character and creature design
- Versatile and **able to adapt art style to fit the project** or brief
- **Experience working to a very strict established style guide** with multiple external IP holders
- Developed concept projects from initial sketches to final illustrative renders - including characters, creatures, VFX and props - whilst maintaining a **consistent style and quality**
- Conceptualised key **character designs adhering to narrative briefs** and design descriptions
- Experienced in creating unique and visually appealing characters for new IP

TECHNICAL

- **8+ years of experience in digital art programs** including Photoshop, Illustrator and zBrush
- A **full understanding and experience with the entire 3D pipeline** of game-ready character art, including animation and rigging requirements, **allows me to design characters with a specific consideration for movement and gameplay**
- Ability to incorporate in-depth knowledge of 3D workflow into role as a 2D Concept Artist through **quick iterative sculpts and paintovers**
- **Experience working with Unreal Engine**, as well as bespoke in-house tools and game engines
- Excellent understanding of 3D problem solving as a result of an educational background in product design, and experience working to the engineering requirements of LEGO

COLLABORATION

- **Worked on a small in-house prototyping and concept development team to create new IP** and new concepts for future AAA games
- **Led a small multi-discipline team to create a successful concept pitch** for an unannounced AAA title, which also required me to create pitch materials and present to senior management
- **Excellent communicator and collaborator** both in-person and when working remotely
- **Actively and enthusiastically seeks out feedback to deliver highest standard of work**
- Maintains positive attitude and **proactively seeks ways to maintain and improve team communication and morale**