

# Neil Macnaughton

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## Objective

To work as a character artist in the production of high quality art assets, contributing to a professional team to deliver quality marketable products, while continuing to develop my skills.

## Experience

Sep-08 -- July-09: Internship at Rare Ltd. My primary role was as a character artist in the cinematic department. In this capacity, I created a number of high resolution character models for various unannounced projects. I also helped to establish the rendering and compositing workflows used by the department; was responsible for setting up mental ray shader networks; scripted tools in MEL to speed up the workflow for setting up renders and created a number of pre-rendered visual effects rigs and final plates for compositing.

June-08-- Aug-08: "Dare to be Digital" games development competition. During this competition I worked as part of a team of five to produce a playable game prototype in 10 weeks (Team Caffeine). I designed, modelled and animated two characters as well as creating one complete level art mesh and working with the other artist on the team to complete art content for the other two levels. I also completed a number of programming tasks during dare such as writing GLSL shaders (e.g. a rimlight/velvet shader) and created a MEL user interface to allow the team to create physics attributes for objects within Maya which could be exported and read by the game engine.

Oct-07-- July-07: Employed by Abertay University as the tutor for the weekly software clinic on Maya for Computer Arts Undergraduate and Masters Students.

Nov-06 – Sep-07: Employed by BSkyB Ltd. as the lead artist in a team of seven (5 artists, 1 programmer and a producer) working on an interactive website. During this project my main tasks were: development of the avatar customisation system (all programming and half of the art assets); direction of visual style; avatar animation and design and modelling of environments. We later developed this product further under the employment of Abertay University to become a virtual meeting space for students and lecturers within the university.

## Software

Proficient with: Maya, Photoshop, Zbrush, After Effects, Flash  
Working Knowledge of: 3D Studio Max, Mudbox

## Education

Graduated with first class honours from BA (Hons) degree in Computer Arts from the University of Abertay, Dundee in June 2008. Recieved award for "outstanding achievement" from Abertay University for final year's work as well as the Ede& Ravenscroft prize for top 2<sup>nd</sup> year student.

## Personal

I am an enthusiastic artist with a proven ability and commitment to the delivery of quality results, both as an individual and as part of a team.

## References

[References available on request]

## Contact Details

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