

# KEVIN GREEN

## Experienced Graphic Artist

Email: kev@kevgreen.com

## Professional Profile

- Lead Artist with fifteen years games industry experience, familiar with art direction and supervision of teams and projects. Including: work scheduling/tracking, agile development, visual milestones and documentation both paper and intranet.
- Solid understanding of technical requirements for cross/multi platform development. Work published on numerous platforms including PS3, Xbox360, PS2, Xbox, PC, PlayStation and Game Boy Advance.
- Experienced with complete level design process: design concept, concept art, prototype level, event/camera scripting, final textured model, collision, object placement and properties, lighting, export.
- Major digital art skills in: modelling, texture creation, texture mapping, lighting, particles and effects. Primary interest and proficiency is in environment art with experience of UI/FE design and layout, character creation, pixel art and pixel animation.

## Software Skills

- Max 1 to 2009
- Photoshop 4 to CS 4
- Microsoft Office – Word, Excel, PowerPoint, FrontPage
- Basic knowledge of HTML, CSS, C.
- Lots of old stuff including: 3d studio, Dpaint, Ani pro and SoftImage.
- Numerous in house tools: Version control, FE creation, Game materials, Event scripting, and Graphics processing.

## Games Employment – Major Achievements

### **Swordfish / Monumental Games 2006 – 2010**

- Title: Moto GP 09/10. Role: Lead Artist (Manchester)  
Publisher: Capcom PS3, Xbox360, PC
- Title: World in Conflict- Soviet Assault: Lead Artist (Manchester)  
Publisher: Vivendi/Ubisoft – Only PC sku released.

### **Silverback Studios Manchester 2005**

- Title: Made Man. Role: Lead Artist.  
Publisher: Mastertronic PS2, Xbox, PC

### **Acclaim Studios Manchester 2002 – 2004**

- Title: Gladiator Sword of Vengeance. Role: Lead Environment Artist.  
Publisher: Acclaim PS2, Xbox, PC
- Title: Turok Future. Role: Lead Artist – Promotional animation.  
Publisher: Acclaim. Unreleased
- Title: Mobwars. Role: Lead artist – Promotional animation.  
Publisher: Acclaim. Unreleased

### **Software Creations 1998 – 2002**

- Title: I Gladiator. Role: Design and level prototyping  
Publisher: Published by Acclaim as Gladiator – Sword of Vengeance
- Title: Fifa – Road to World Cup. Role: Lead Artist  
Publisher: EA. Game Boy Advance
- Title: Fifa 2001. Role: Lead Artist  
Publisher: EA. Playstation
- Title: Euro 2000. Role: Character Modeller  
Publisher: EA PC, Playstation
- Title: Rugrats Castle Capers. Role: Front End Artist  
Publisher: THQ. Game Boy Advance
- Title: Rugrats Time Travellers. Role: Front End Artist  
Publisher: THQ. Game Boy Advance
- Title: Ken Griffey Jr's Slugfest. Role: Front End Artist  
Publisher Nintendo. CGB

### **Mirage 1995 – 1997**

- Title: Poolshark. Role: Lead Artist / Designer  
Publisher: Gremlin. Playstation, PC
- Title: Absolute Bedlam. Role: Lead Artist  
Publisher: GT. PC
- Title: Bedlam. Role: Artist.  
Publisher: GT. Playstation, Saturn, PC

## **Qualifications**

B.A. (Hons) Graphic Design (2:2) Wolverhampton

NVQ3 Advanced Diploma in programming

NVQ2 Diploma in Programming

NVQ2 Diploma in Data Processing and Information Systems

4 GCE A Levels

8 GCSE Grade A to C or equivalent.