

MICHAEL DARNBROUGH

PERSONAL PROFILE

Creative, ambitious and with ten years of industry experience, I have a passion for video games. The ever changing nature of the industry and my role in it means I am always challenging myself, learning and sharing that knowledge with others. That's what I enjoy the most about it.

I have experienced working on a variety of projects, spanning multiple genres styles and platforms as part of teams large and small. Working closely with others one to one or as part of a team I am able to produce work of a high standard and within set time frames.

I am looking for new challenges where I may continue to develop as an artist whilst contributing to a great team and some world class projects.

ACCUMULATED SKILLSET

Experienced in a variety of modelling tools; 3DS Max, ZBrush & 3D Coat

High & Low poly modelling, specialising in environments and assets

Ability to adapt to different art styles, learn new techniques and bespoke development tools

Strong texturing skills & good knowledge of Substance Painter and BM2M

Experienced in designing and creating User Interface

Advanced in Adobe Photoshop & Adobe Illustrator

Ability to manage time effectively & work within a given pipeline

Strong written and verbal communication skills

EMPLOYMENT HISTORY

Spiral House Ltd – 2011 to Present

At Spiral House I worked as part of a two-man art team creating the entire asset list for some ambitious & challenging projects. My role early in projects is to develop pre-vis and research possible production methods and evaluate their implementation to our pipeline. I would white-box environments, model terrain, build and texture assets before world building using a bespoke game engine. I would also design and create a user interface for our titles & liaise with programmers regarding its implementation.

Shipped Titles:

Troll & I (2017) *PlayStation 4, XBOX One & Windows, Nintendo Switch*

PlayStation Vita Pets (2014) *PlayStation Vita*

Cliff Diving (2012) *PlayStation Vita*

EyePet Adventures (2011) *PlayStation Portable*

Playbox Games Ltd - Aug 08 to 2011

Artist

At Playbox (now defunct) my role was generating a variety of environments and assets as part of a small team. I was also responsible for creating concept art and vertical slice levels for future projects

Shipped Titles:

Bang Bang Racing PSN XBLA

Imagine Beauty Stylist Nintendo DS

Jagex Ltd Nov 07 – Aug 08 (Contract)

Artist

Initially drafted to retexture the game; the team were so successful we continued to remodel and rebuild the entire game world in 7 months using Jagex' bespoke art tools and engine.

RuneScape HD:

University Of Wales, Newport, 2006 – 2007

Visiting Lecturer – Introduction to MAYA

My role was to guide freshmen and sophomore students through an introduction to 3D art development. Instilling good working practice and foster the development of ideas.

QUALIFICATIONS

Master's Degree

Digital Games Design: **Distinction** - John Moore's University, Liverpool. Graduated 2006

Bachelor's Degree

Film and Video: **First Class Hons** - University of Wales, Newport. Graduated 2002

Higher National Diploma

Film and Television **Distinction** – St. Helens College, St Helens.

BTEC

Art Foundation **Merit** – Blackpool & Fylde College, Blackpool.

A - Level

Art, Theatre Studies, **Grade C** - St Mary's RC High 6th form college, Blackpool

GCSE

9 Inc. English **Grade C or above** - St Mary's RC High, Blackpool

ABOUT ME

I am a passionate gamer and I like to challenge myself with broad scope of game genres. (I'm currently playing Horizon: Zero Dawn and Not A Hero). But I can't play videogames all the time so the best days begin with black coffee, a bike ride or a hike then dinner with friends. I love to play guitar and I have a dream to one day keep bees.

References available upon request