

# Scott Robinson | Senior 3D Artist

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## Address

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**Email:** [info@scottrobinson3d.com](mailto:info@scottrobinson3d.com)

## Experience

10+ years as a 3D Artist. Game developer experience and AAA crediting

**Language Skills:** English – Native, German (Basic to Intermediate level)

**Driving Licence:** Full/Clean

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## Profile

Currently I am a freelance 3D Artist with experience and passion for modeling both organic and hard surfaced models. I mainly focus on Character Artwork but I am happy with all types of 3D assets.

In less than a year I have worked for clients such as Pixologic and Amnesty International. I have also worked on 2 projects with the outsourcing company Magic Lamp alongside international colleagues from all over the world.

I recently finished 3rd place in a Zbrush Competition against 185 other artists from around the world.

## Background

I have over 10 years of 3D experience including 9 years of Games Industry experience. From environment to character art, assets and of course weapons.

I worked on the fantastic Timesplitters series for Free Radical (Crytek UK) and later moved over to Technical/R&D Artist for Haze (Ubisoft).

After 2 and a half years I moved on to work for Core on Tomb Raider - 10th anniversary. Later Core became Rebellion and I worked on a few titles including Harry Potter and Shellshock2.

I then traveled to Germany where I worked as a Senior artist at Acony Games on Bullet Run (Sony Online). I managed the character and weapons department which included R&D and pipeline management.

Once we finished Bullet Run I decided I wanted to branch out and explore working in a freelance capacity.

I have always been dedicated to 3D art and have no problem exploring new avenues of my field. My life goal is to stay ahead of the competition and produce my best work in my area of an industry I am privileged to work in.

## Employment History:

### ***Acony Games 2008-2011***

#### *Parabellum / Hedone / Bullet Run*

- Post: Senior 3D artist / Character Artist
- Duties: Modelling High-Res models in Zbrush and the baking down to a Low-Res game ready version. These models would range from characters to in game assets with a sustained level of realism.

### ***Core Design/ Rebellion 2005-2008***

#### *Tomb Raider (Eidos)*

10th Anniversary Edition

#### *Harry Potter (EA)*

#### *Shellshock 2*

- Post: Senior Environment Artist (managing up to 10 artists at once)
- Duties: R&D, Texturing, work flow analysis, modelling, lighting, pfx, botanical placement and optimisation for PS3, Xbox 360 and PC.

### ***Free Radical Design (Crytek UK) 2003-2005***

#### *Haze (Ubisoft)*

- Post: Environment Artist
- Duties: R&D, Texturing, work flow analysis, modelling, lighting, pfx, botanical placement for PS3, XBOX 360 and PC.

#### *Timesplitters 3 (EA)*

- Post: 3D Games Artist
- Duties: Modeling environments and object in Maya for PS2, XBOX and Gamecube.

## Education:

1991 - 1993 Loughborough College of Art and Design  
Graphic Design - Higher National Diploma

1990 Portsmouth College of Art and Design  
Foundation Art and Design

## Software Skills:

Maya  
Z Brush  
Crazybump  
Photoshop  
Unreal Engine

Other skills include a knowledge of Devtrack, Alien-brain and p4force