

TOM WEAVER CHARACTER ARTIST

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EXPERIENCE

NOW

Character Artist - Jagex

Character modelling, sculpting, texturing. Feedback on outsourced work and integration into game. Pipeline documentation and liaising with tools teams to improve art pipeline.

2022

JUNE

3D Artist - Marmalade Games Studio

3D previsulisation, greyboxing/prototyping, character modeling, texturing, optimisation (models, lightmapping), lighting, profiling and animation & particle effects). I also work closely with producers and other team members to help create 3D schedules & workflows.

2016

SEPTEMBER

Freelance 3D Artist

Teletubbies Mobile Apps (BBC, Cube Interactive) Transformers: Battlemasters (Hasbro)

I worked as a 3D artist on numerous projects, game and on-game related. This involved 3D visualisations/concepts for games, characters and environments.

2013

3 MONTHS

Intern Artist - Guerilla Cambridge

2011

Freelance Game Artist - Sliding Pixel

I worked as an artist and animator for 'Sliding Pixel' whilst at university; a social games company based in Ipswich, predominantly using Adobe Flash and Illustrator

REFERENCES

Bruna Silva, Head of Studio at Marmalade Games

"Tom is not only a talented 3D artist but also an incredibly good person. He brings positivity to the team and creativity to our projects. He is a very autonomous, reliable and organised person who delivers work with the highest quality possible. The attention that he puts in to every detail is reflected in results that enrich the projects. He is flexible, open to feedback and always has great input. He makes a real difference to the team and games."

Aled Parry, Creative Director at Cube.tv

"We were introduced to Tom through a trusted partner and Tom himself has become one. Tom is reliable, hardworking and a pleasure to have as a member of the production team. Tom's work and attitude towards his work are world class. On all of our productions together, Tom has given 110%, and I look forward to working with him again on the next big production."

Mike Rosser, Creative Director at Marmalade Games

"Tom is a super talented 3D artist who consistently delivers artwork that is stunning, and is also expertly optimized to take into account the limitations of our target platforms. His positive attitude makes him a pleasure to work with, and his eagerness to learn new skills, tools and processes makes me confident that he will continue to get better and better."

PROJECTS

Runescape (2022)

Jumanji: The Curse Returns

(2021 PC/Switch/Console)

Game of Life 2 (2021 - PC/Switch/Console)

Monopoly (Mobile/Switch) 2019)

Cluedo: The Official Edition (2016-18

PC/Switch/Console)

Teletubbies Mobile Apps (2016 - Mobile)

TRANSFORMERS: BATTLEMASTERS (2015

- Mobile)

SKILLS

High and low poly modeling
Character modeling/animation
Texturing (PBR & stylized)
Digital Sculpting
Feedback/liason with outsource artists
Liasing with tools teams to improve art pipelines
Time management
Asset integration into engine (Unity)
Lighting in Unity
Efficient UV mapping
Animation (Blender/Unity)

SOFTWARE

Maya
3DS Max
Zbrush
Adobe Suite
Unity
Perforce
Topogun
3D Coat
Substance Painter
Shadergraph
xNormal

EDUCATION

University Campus Suffolk

2010 - 2013

1st class honours: Computer Games Design

Central Saint Martins College of Art and Design

2009 - 2010

Pass with Merit: Foundation Degree in Spatial Design