

Curriculum Vitae

• Personal

Name: Matthew Nightingale
D.O.B. 23rd May 1972
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Carterton
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Tel: 01993 867856
Mobile: 078917825363
E-Mail: mat_night@hotmail.com
Status: Married, 2 Children

• Employment

Neon Play – Lead Artist
September 2015 to Present

Neon Play – Senior Artist
January 2013 to September 2015

Silverball Studio – Lead Artist
November 2009 to December 2012

Fuse Games – Lead Artist
September 2005 to November 2009

Razorworks – Senior Artist
April 2005 to September 2005

Sick Puppies– 3D Level Artist
November 1999 to April 2005

Vivid Image – 3D Artist
December 1998 to September 1999

• Game Titles

Bravo Force – iOS – Lead Artist

- Briefing concept artist.
- Assigning work to art team.
- Reviewing and feeding back on 3D, UI and VFX.
- Ensuring the game assets are performance efficient.
- Modelling, texturing and animating game assets.
- Shader design.

Escape Hunt – iOS & Android – Lead Artist

- Briefing concept artist.
- Working with project partner to improve their puzzle designs work on mobile devices.
- Assigning work to art team.
- Reviewing and feeding back on 3D, UI and VFX.
- Ensuring the game assets are performance efficient.
- Modelling, texturing and animating game assets.
- Shader design.

Traffic Panic Boom Town – iOS & Android – Lead Artist

- Briefing concept artist.
- Assigning work to art team.
- Reviewing and feeding back on 3D, UI and VFX.
- Ensuring the game assets are performance efficient.
- Modelling, texturing and animating game vehicles, buildings and props.
- Shader design.

War Fleet – iOS & Android – Senior and Lead Artist

- Modelling and texturing battleships.
- Assigning work to the art team.
- Shader design.
- Ensuring game assets are performance optimised.
- Reviewing and feeding back to outsource partners.

Fenced In – iOS & Android – Art Director

- Designing, modelling, texturing and animating characters.
- Designing, modelling and texturing level assets.
- Level design.
- UI design.

Pro Pinball – iOS – Lead Artist

- Modelling and texturing pinball tables.
- Designing and implementing UI.

Mensa HQ – PS3, Xbox 360, 3DS, Wii, DS – Lead Artist

- Modelling, texturing and animating game assets.
- Designing and implementing UI.
- Project planning.

Frogger Pinball – iOS, Facebook – Lead Artist

- Modelling and texturing pinball tables.
- Designing and implementing UI.
- Project planning.

Thomas the Tank Engine – DS, Wii – Lead Artist

- Modelling and texturing of game assets.
- Designing and implementing UI.
- Project planning.

The Ancients Beckon - DSi – Lead Artist

- Modelling and texturing pinball tables.
- Designing and implementing UI.

Active Health – DS – Lead Artist

- Designing and implementing UI.
- Animations

Metroid Prime Pinball – DS – Lead Artist

- Modelling and texturing pinball tables.
- Designing and implementing UI.

Ford Racer 3 - PC, PS2, Xbox – Senior Artist

- Modelling and texturing Ford Vehicles.
- Reviewing and feeding back to outsourcing company.

Ghostmaster – PC – 3D Level Artist

- Producing levels and props from supplied concepts.

Pipemania 3D - PS1- 3D Artist

- Level and character design and production.

Sheep - PS1- 3D Artist

- Level and character design and production.

Street Racer 2 - PS1- 3D Artist

- Designing and produce race tracks.

• **Software**

Unity 3D – (including Shader Forge and Playmaker)

Maya

3D Studio Max

Version control – Perforce, SourceTree & SVN

Photoshop

After FX

Nintendo toolset 3DS & Wii

BlitzTech Middleware Engine

• **Objectives**

Produce the highest possible standard artwork.

Create the best games possible.

Drive the art team to achieve the best results through knowledge sharing and encouragement.

Use my 15+ years of planning experience to ensure

Continue to learn and improve 3D software practices.

• **Education**

Bournemouth University

September 1997 to September 1998

MA Computer Animation and Visualisation

Southampton Institute of Higher Education

September 1991 to June 1993

BTEC Higher National Diploma in Graphic Design

Northbrook College of Art and Design

September 1988 to July 1990

BTEC National Diploma in Graphic Design

• **Outside Activities**

Outside of work I have written and illustrated a children's book and I have recently taken up woodturning.

In my spare time I enjoy playing with my children, watching films, playing computer games, swimming and running.

• **References**

Adrian Barritt
Head of Development
Barnstorm Games
adrian@barnstormgames.com

Oscar Mullan
CTO
Fumb Games
oscar@fumbgames.com