

DAVE DOWNES

CONCEPT ART & ILLUSTRATION

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SKILLS

- Advanced 2D Concept Design and Illustration.
- High level experience in Photoshop, 3DS Max and Unity.

EDUCATION

2012 Concept Design Academy

2007 – 2010 De Montfort University
BA (honours) Game Art Design

EXPERIENCE

Gameloft Montreal (Canada)
Concept Artist
Sept 2013 – Present

- Production of environment & prop concepts in a range of styles, including realistic matte painting and illustrative / stylised, for various different games.
- Production of In-game assets for 2D stylised game
- Production of Storyboards for in-game cutscenes.
- Production of UI elements for games.

Headstrong Games London (UK)
Junior Artist
September 2010 to September 2011

- Created Loading screens and UI elements.
- 3d environment modelling / texturing and in-engine lighting setup.

PROJECTS

- House Of The Dead Overkill : Director's Cut (PS3) - Headstrong
- Rival Knights (Mobile) - Gameloft Montreal
- Puzzle Pets (Mobile) - Gameloft Montreal
- Various Unannounced Titles (Mobile) - Gameloft Montreal