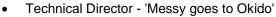
### **Phil Stewart**

Full Name: Phil Stewart Email: Philip.Stewart@gmail.com
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London DOB: 15 December 1985 SW9 7XA Nationality: British

Mobile: 07866914291 Nationality: British Driving Licence: Full



- 3D Production Designer 'Messy goes to Okido'
- Layout Artist 'Messy goes to Okido'
- Lighting Artist 'Red Star 3D'
- Freelance Lighting Artist at Pipe-Dreams Production
- 6 month internship at 'Image-Affairs.de' as 3D Generalist
- MA Animation for Computer Games (Pass with Merit)
- 1<sup>st</sup> Class BSc (Hons) Computing Visualisation
- Team Leader + Lead Artist: 'Bears with Jetpacks' (game: 'Grrr!') Dare to be Digital 2010
- Winner: 'Adult Swim' award at Dare to be Digital 2010 for creativity and unique gameplay
- Placement year in Germany on ERASMUS scheme

I am currently Technical Director on 'Messy goes to Okido' a new children's TV show being produced for C-Beebies and international syndication by Doodle Productions in London. I am responsible for ensuring the layouts and animation are ready for finaling and fixing any issues with them – either by solving the issue myself or flagging the issue for the respective team to solve. I also develop scripts and software tools to assist our artists and to streamline our production pipeline. Before this I was 3D Production Designer on the same show - in this role I worked very closely with the art directors to bring their concepts into 3D, refine them, and then instruct the production teams in the creation of the final assets. I also developed solutions to any problems that might arise from the designs, and was often called upon to create bespoke animations or assets such as cloth simulations and 3D-transition effects.

Prior to this I worked as a generalist and layout artist on the same project for 2 months before I was promoted to 3D Production Designer (a role which was created specifically for me at the company) and subsequently Technical Director, as it was recognised that I was identifying and solving issues with aspects of the show that had made it through all the previous stages of production.

Before my current roles at Doodle Productions, I worked as a Lighting Artist, both freelance and contracted on various projects. Notably I was at Red Star 3D for 2 years working on various 10-minute "4D" films in stereoscopic 3D, where I was setting up, lighting, creating effects for, and compositing all my own shots.

# **Employment History**

- April 2015 Present Doodle Productions, London
- -Technical Director on 'Messy goes to Okido' 52x11 children's TV show
  - -Ensuring all aspects of the show were of broadcast quality
  - -Developing scripts and pipeline tools to assist production
  - -Creating bespoke animations and simulations as required
  - Sep 2014 April 2015 Doodle Productions, London
- -3D Production Designer on 'Messy goes to Okido'
  - -Working with art-directors to produce 3D concepts for props and environments
  - -Identifying creative and technical issues with designs and creating solutions
  - -Creating production models
  - -Creating bespoke animations and simulations as required
  - July 2014 Sep 2014 Doodle Productions, London
- -3D Generalist focussing on Layout on 'Messy goes to Okido'
  - -Preparing characters and environments and setting up cameras for animation
  - -Producing character blocking and camera animations from animatic
  - -Prelighting sequences for lighting/rendering team
  - -Modelling and shading props and environments
  - -Creating bespoke animations and simulations as required



- Nov 2013 Dec 2013 Pipe-Dreams Productions, London
- -Lighting and Rendering artist working on various commercials for TV broadcast

-Lighting and rendering 3D characters and environments

- Aug 2011 July 2013 Red Star 3D Sheffield, UK
- -Lighting and Rendering artist working on stereoscopic computer animated films.

-Lighting and rendering 3D characters and environments, compositing, vfx,

Projects:

//June - July 2013: "Space Chase" - Motion simulator ride film

//Jan - June 2013: "The Lost World" - 4D Attraction Film

//Sep - Dec 2012: "The Good, the Bad, and a Horse" - 4D Attraction Film

//Feb - July 2012: "Elvis Rocks" - 4D Attraction Film

//Dec 2011 - Aug 2012: "20,000 Leagues Under the Sea" - 4D Attraction Film

//Aug - Nov 2011: "Sherlock Holmes" - 4D Attraction Film

### Jan 2008 - July 2008 - Image-Affairs, Reutlingen, Germany

-3D Generalist (intern) – various projects

-Animation production, video editing, 3D modelling, character rigging and animation, scripting

### **EDUCATION**

Postgraduate: MA Animation for Computer Games - Passed with Merit

Modules included: 3D animation and modelling, Asset creation, Realistic animation, Character animation, Concept art, Observational drawing, Interaction design for entertainment software

**Undergraduate:** 1<sup>st</sup> Class BSc (Hons) Computing (Visualisation)

Modules included: 'Animation and special effects', 'Virtual Reality', 'Games design', 'Maths for graphics' and 'Advanced graphics' amongst others.

**A-Level:** Computing, Physics, Maths

**AS level:** Computing, Physics, Maths, Film Studies.

**GCSE:** 10 A-C including English, Maths, Science and Computing.

# **Software Experience**

I am highly experienced with:

- 3ds-Max
- Modo
- Fusion
- Vray
- Photoshop

### Experienced with:

- Maya
- Lightwave
- Xsi-SoftImage
- Z-Brush

I am also an able programmer of Maxscript, C++ and Python.

### Interests

I am an outgoing, energetic and lively person who revels in social situations. I pride myself on my contributions to creative meetings and brainstorm sessions, having a talent for coming up with ideas and finding ways to improve existing concepts. I enjoy and have a talent for writing, and have had several articles published in newspapers and magazines, as well as work featured in online publications.

## **REFERENCES**

Available on request