

Phil Stewart

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DOB: 15 December 1985
Nationality: British
Driving Licence: Full



- Technical Director - 'Messy goes to Okido'
- 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)
- 1st 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: 1st 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