

Stephen Gerard Rea

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Profile:

Senior Graphic Professional, with a comprehensive in-depth knowledge of interactive and photorealistic 3D, 2D and Video production with fifteen years experience. Stephen is a strong team leader with excellent communication skills developed by interfacing with clients and staff at all levels.

Professional Skills:

Autodesk Certified Instructor, ID:42024 - 3ds Max , Maya

Autodesk Authorised Instructor, ID:42024 - AutoCAD, Combustion, Mudbox, Motionbuilder

3D SKILLS:

3D Studio Max
Maya
XSI
Mental Ray & V-Ray
Mudbox & Motionbuilder
Cinema 4D

2D SKILLS:

Adobe Photoshop
Adobe Illustrator
AutoCAD
AutoCAD LT

VIDEO SKILLS:

Combustion
Adobe Premiere
Boujou
Nuke
After FX

Career history:

November 2010 – Current: **Senior Artist / Art Director Square Enix London Studios (BGS)**

Roles & Responsibilities:

- Ownership and planning of the visual styles across all the studios games, authoring and maintaining style and visual reference guides, gathering reference material and ensuring style is met.
- Managing the liaison with development teams and driving the games adherence to art styles as defined, together with management of all art functions within the studio.
- Define and plan the techniques, scope and performance to ensure the delivery of AAA quality art.
- Responsible for briefing external development teams to ensure they understand and implement the design requirements within the production of games.
- Maintain development style guides.
- Brief external development teams, monitor their work and ensure they are delivering stringently against all art requirements (from both time and quality perspective) for all the studio's products.
- Establish reference material, moodboards and style and tone documentation.
- Work with production leads, producers and game design teams to ensure that product vision and quality benchmarks are being met.
- Regularly review, feedback on and approve are content being built.
- Continually identify artistic and technical art risks on assigned projects, developing strategies for how these risks will be mitigated.

- To develop assets to be used in the marketing of all the products and to work with the studio brand manager in briefing and producing those assets.

June 2005 to November 2010 : **Freelance Certified Autodesk Instructor & 3D Contract Artist**

- **Neat Sphere Studios Ltd** - neatsphere is the moniker under which I contract..

Roles and responsibilities:

- **Training Manager & Instructor.** Being a trainer means not only having a comprehensive knowledge of the product portfolio and keeping up-to-date with the latest techniques, but also being able to communicate these to the wide variety of clients who attend the courses. Designing courses around this ethos is also a large part of this role.
- **Production of 3D Graphics.** When not training, as an experienced lead artist I am often called upon to consult or manage various art projects and to produce graphics for a range of clients on a variety of projects.

December 2004 to June 2005 (contract basis) **Lead Artist / Art Manager**

- **Ideaworks3d Ltd** – *I had been brought in to manage **SIMS2Mobile**, a redesigning of the ‘Sims2’ computer game for use on mobile phones. A double BAFTA award winning mobile games company with a string of hit titles to its name.*

Roles and responsibilities:

- **Workflow management** - As the project art leader it has been my responsibility to define the workflow pipeline for my team of artists. These teams are based in both the UK and the Ukraine so communication and accurate best practise documentation is key.
- **Man Management**– I am directly responsible for the workings of the art team, making sure that they remain focused on the project, adhere to deadlines and work together as a team.
- **Art Direction** – Define the look and feel of the Graphical Style by liaising with the client to ensure that they feel comfortable that the high graphical standards of the PC game are being maintained on the mobile version.
- **Creative Design** –Define animation of characters, build artwork used to make game levels and produce of marketing material to be used at the international E3 Conference.
- **Client interface** – To realise our customer’s idea as a mobile game. Understanding customer needs, managing expectations and most importantly being able to communicate graphical concepts by translating complex technological ideas to the level of the customer’s knowledge.

March 2000 to November 2004:**Senior Artist and Product Specialist**

Superscape PLC -- *An interactive 3D developer for fifteen years, producing it’s own boxed virtual reality software and, more recently, it’s SeV (Web 3D) and Swerve*

*(Wireless 3D) technologies. **Superscape is a dynamic small company where versatility and working together are essential skills.***

Roles and responsibilities:

- **Marketing Material** - Working closely with Sales and Marketing teams to raise the profile of our product portfolio by production of POS print resolution posters, product demonstrations and web based movies for large bluechip clients such as Motorola, Siemens and Vodaphone.
- **Video Production** - Responsible for creative direction and production of corporate video to be used at such events as E3, 3GSM and general sales and marketing presentations.
- **Mobile 3D Gaming** - Both Lead artist and contributing animator/modeller on various mobile 3D games which are to be embedded on handsets and available for over-the-air download.
- **Bespoke Training Material** - Developed and presented specialised product training programmes tailored for both in house staff and external international business partners from Germany, Switzerland, and Spain to Japan, Brazil and the US
- **Research and development** - Enhancing company tools by re-designing and adding to the 3D Studio Max interface and toolset to meet high demands of mobile 3D production.

Aug 1998 to March 2000

Graphic Artist

Silicon Dreams Studios - *A computer games company coming under the umbrella of Geoff Brown holdings. Game titles included WLS2000, UEFA Champions League 2000 and SWWS 2000 Euro Edition. **A close kit team where ability to work to set standards and deadlines was essential***

Roles and responsibilities:

- Lead environment modelling and support player modelling
- Motion capture data used for character animation
- Experience of working for PC platforms, Playstation1, Dreamcast and Playstation2.

Nov 1995 to Aug 1998

Graphic Artist

Gee Broadcast Systems Ltd - *One of the country's leading suppliers of PC based broadcast equipment. **A friendly family run business where I was able to work closely with experienced colleagues and develop a strong foundation in broadcasting.***

Roles and responsibilities:

- Working with Sales department as instructor for company product portfolio, including being a 3Ds Max instructor.
- Product demonstration.
- Production of Television graphics for various UK clients, including the BBC.

- Beta testing hardware and software such as the Matrox Digisuit and Discreet's Paint & Effect (now Combustion) as well as the compositing software Fusion.

Education:

Ryde School, Ryde, IOW
Isle of Wight Tech' Collage

Portsmouth University

Eight GCSE's.
Btec National Diploma in Engineering
AutoCad v2
BS 308 Technical Drawing
HND Design Engineering.
Unigraphics, AutoCad v13

DATE OF BIRTH

3rd December 1972

NATIONALITY

British

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STATUS

Married