

Michael Small *B.A. (Hons.)*

Personal Details

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Specialities

Adobe Photoshop, Sprite Work, Pixel Art, Vector Illustration, 3D Props

Industry Experience

Digital Goldfish

Lead Artist (July 2009 – Present)

As Lead Artist at Digital Goldfish my duties include heading the art and design for a majority of our products, liaising with other members of the team, programmers and artists alike. I will work on a project from concept to release, undertaking all work required in the process.

Work includes everything seen in a top 10 iPhone game, including concept sketches, through to animation and sprite work and finally marketing assets for both print and web.

If this work is for a client it will include initial communication and getting a solid understanding of their requirements through either style guides, for an existing product, or numerous iterations of early concept work.

As lead I am also keen to make sure that the work undertaken by others within the company matches the high standards we strive for and I encourage multiple versions to be produced at the concept stage so that every avenue is explored.

- *Sprite Work*
(Animation, Character Sheets, Optimisation)
- *GUI Elements*
(HUD design, Animation, Font Creation)
- *Pixel Art*
(the use of restrictive colour palettes, character sheets)
- *2D Short Frame Animation*
(sprite animation, visual effects)
- *GUI Elements*
(HUD design, font creation)
- *Marketing*
(Magazine Spreads, Online Promotional images)
- *Video*
(Video Editing, Promotional Work)

Dynamo Games

Contract Artist (May 2009 – July 2009)

Immediately after finishing my degree I was contacted by Dynamo Games to come in and work on *The Crystal Maze 2* for J2ME devices as they needed a Pixel Artist.

Whilst at Dynamo I helped the current artist on the project by providing a large portion of Sprites for everything from animation to tiling backgrounds. These Sprites needed to work with a reduced colour palette and on multiple different resolutions.

Tag Games Limited

Artist Intern (March 2008 – September 2008)

During my internship I worked on a number of varied, stimulating and interesting projects. I started doing cleanup art on their lead IP, Car Jack Streets, before heading up the art on one of their high profile projects. As the sole artist on the project I created and worked on everything that is needed in a top of the range mobile title. This included sprite animation, visual effects, HUD design and font creation.

- *Pixel Art*
(the use of restrictive colour palettes, character sheets)
- *2D Short Frame Animation*
(sprite animation, visual effects)
- *GUI Elements*
(HUD design, font creation)
- *Marketing*
(Magazine Spreads, Online Promotional images)

Gorton Consultancy

IT Support (Sept 2007 – present)

I help the lead Graphic Designer design and create illustrations for diagrammatic use. I also provide expertise in the use of all office applications.

- *Visualisation*
(3D Renders using Autodesk Maya, cleanup and final compositing in Adobe Photoshop)
- *Teamwork*
(work closely with Lead Artist to strict deadlines throughout the year)

Formal Qualifications

University of Abertay, Dundee

2.1 Bachelor of Arts with Honours, Computer Arts

Studies included; Life Drawing, Concept Development, Pre-Production, 3D Modelling and Rendering, Creative Audio Production, Digital Video, Flash Development.

Cardonald College

Studies included; Life Drawing, Photography, Sculpture, Screen Printing, Painting, Sketchbook Development.

Mearns Academy

Adv. Higher; Graphic Communication (B)

Higher; Art and Design (A), Computing (B), Information Systems (B), English (C), Maths (C), Physics (C)

Other Interests

Enjoy listening to and playing music.

I paint for leisure and have exhibited my work on occasions.

I have a love for the outdoors and regularly go camping in remote and beautiful locations.

I enjoy playing video games and own most major consoles. Having a few beers with mates and getting stuck into a shootemup is a fantastic way to unwind after work.

References

Digital Goldfish

Barry Petrie – Studio Manager

01382 526400

barrypetrie@digital-goldfish.com

Dynamo Games

Stuart Reid – Operations Director

01382 229559

stuartr@dynamogames.com

Tag Games Limited

Paul Farley – Managing Director

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