

About me

I'm originally from South Wales, However I now live and work in Oxfordshire, England. I have over 10 years professional experience ,together with knowledge of a wide range of industry standard tools.

I'm currently looking for in house or remote freelance work as an environment artist. I'm looking to work with creative people who want to make cool, interesting, cutting edge games.

Experience

Owner/General Artist > Boss-Eye (freelance)

10/2008 – Present – Oxfordshire, England

Multi discipline art tasks including Environment ,Environment concepts,Prop art,Textures,FX,Animation, Lighting. Primarily using the unity engine.

Character Artist > Deep Red Games

1/2004 – 1/2006 – Buckinghamshire, England

Part of a 4 man character team working on multiple management type titles for various consoles and Pc

General Artist > Monumental Games

4/2007 – 10/2008 – Nottinghamshire, England

Create Environment art, character art, texture art, and lighting for a mmo football game.

Texture Artist > Minds-Eye Productions

1/2003 – 1/2004 – Buckinghamshire, England

Creating environment and character textures for Starsky and Hutch on the play station 2

Environment Artist > Ninja Theory

3/2006 – 5/2007 – Cambridgeshire, England

Create Environment art, and textures for Heavenly sword, a launch title for the playstation 3.

General Artist > ZZICT

1/2001 – 1/2003 – Breda, Netherlands

General art tasks for A first person shooter game on the PC as well as Mobile phone games.

Skills

Maya,
UDK,
Unity,
Photoshop,
Zbrush
World machine.

Contact

Philip Buckland
11 Farthinghoe Road
Charlton
Banbury
OX17 3DE
>07864976011
>contact@philipjbuckland.com

Portfolio

<http://www.philipjbuckland.com/>