
PERSONAL DETAILS

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EMPLOYMENT HISTORY

Sept 2009 – Present **Lionhead Studios Ltd.**

Currently with Lionhead Studios I am working with the existing effects artist building high quality effects for Fable 3. Developing my own ideas for new effects and assessing ways of improving those currently in existence, starting with sketches & research often as a basis. I'm working closely with the design, scripting, cutscene, art and programming teams on a day-to-day basis. I am also working on level lighting, placing and optimizing dynamic and static lights.

Oct 2008 – Aug 2009 **Endrant Studios Ltd.**

I joined Endrant and immediately started work on the Wolfenstein Multiplayer. I was made responsible for all effects, which involved taking and adapting assets from single player as well as creating custom effects within the Wolfenstein graphical style. While working on Wolfenstein I also contributed towards the UI; working on setting out sections of the HUD working solely in code.

Due to the small nature of the studio I was involved with varying aspects of development and was comfortable organising team members during playtesting and general production. Towards the end of my time I worked on concept work, and was solely responsible for the company ident; working with high quality rendering, animation and compositing.

Sept 2006 - Oct 2008 **Sony Computer Entertainment Cambridge.**

During Heavenly Sword's development I worked as a Particle effects artist. This role saw me working with in-house tools creating effects for both combat and environments. I worked with sprite particle systems, creating effects that worked with the Heavenly Sword art style. I also worked with the cinematics department to offer advice and assistance on effects for cut-scenes.

After Heavenly Sword I moved onto Killzone 2 multiplayer level lighting. As the sole lighting artist on these levels I took existing lighting setups and worked them to the level. Lighting levels from scratch; setting up renders, working closely with Guerrilla and the local level creation team throughout all processes.

EDUCATION AND QUALIFICATIONS

2006 - Bournemouth University

- B.A (Hons) Computer Visualisation and Animation from the National Centre for Computer Animation. 2-1 attained.

2003 - Twynham 6th Form, Christchurch

- A Level Maths & Art, grades D and B respectively
- VCE Double award ICT, AB awarded

2001 - Twynham School, Christchurch

- 10 Full Course GCSEs, grades A-B
- 1 Short Course GCSE, grade A*

SKILLS & QUALITIES

- Knowledge of:
 - Realtime particle effects methods,
 - Lightmapped and Realtime lighting techniques,
 - Maya & MEL,
 - Shake,

- After Effects,
 - Photoshop,
 - Some knowledge of C, C++ and OpenGL
 - Id Tech 4 Engine: Shaders, UI, Particle Systems
 - Unreal Engine : Cascade Particle Systems, Animation, Post processing
- Artistically talented with a strong visual eye
 - Good understanding of programming practices and techniques
 - Calm and logical under pressure
 - Excellent organisation and time management skills
 - Comfortable organising and managing groups
 - Relaxed, friendly and outgoing personality
 - Quick to learn with good intuition
 - Strong motivation and adaptable

INTERESTS

When it comes to video games, I tend to enjoy a wide variety of genres. I like to be surprised with a game, to think in new ways or be taken somewhere else. I'm watching the evolution of video games as an artistic medium with great interest and am excited about the future. I love games that you can smile while playing; crazy, colourful, fun games. I enjoy games that draw you in and give you memories because of how they made you feel. I'm always looking out for something new. More recently I have started collecting "retro" games and their consoles.

I like to take the time to go to new places. Visit new surroundings and absorb the scenery. Old and new architecture peaks my interest as well as the beauty of nature. A recent trip to Japan opened my eyes to different cultures and overwhelming artistic construction. I take a large interest in Japan, its people, the language and it's games. I spend a large portion of my spare time in London. I take great advantage of my gallery membership, and there's nothing I enjoy more than going to exhibitions I wouldn't normally consider to spark off different parts of my brain.

I'm always looking at developing myself, and enjoy picking up new things. I continued my study of the Japanese language and have been learning passionately for almost 3 years.

I enjoy reading; I tend to read fantasy books, as well as manga. Over the last year or so I have become more interested in non-fictional books. These usually cover different countries and often link back to my love of Japan.

REFERENCES

Mark Smart
Art Manager

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