

# NIK LOVE-GITTINS

[www.niklg.com](http://www.niklg.com)

nik@niklg.com

07532166161

## **PROFILE**

I am an experienced games artist, having been in the industry for over 20 years.

I have managed art teams internally and externally, and been involved in scheduling and project management on a number of projects.

I have worked in a range of roles, from 3D modelling and texturing to animation and 2D art creation.

## **SOFTWARE**

3D studio MAX  
Adobe Photoshop  
Unity  
Substance  
PlayCanvas  
Mudbox  
PerForce  
HanSoft  
MicroSoft office suite

Plus a variety of bespoke in house tools and other project management software.

## **EXPERIENCE**

**Freelance Game Artist** (June 2013 – present)  
( see the end of the doc for all freelance projects )

**FreestyleGames Ltd** (2005 - 2013)

**Call of Duty : Strike Team ( iOS )**

Led a small group of artist to assist another studio with environment creation for the above, creating low poly, realistically textured assets.

**Unity investigation**

Spent about 6 months investigating Unity, along with a few other artists and programmers.

**Senior Character Artist – SiNG Party**

Investigating character styles and methods of animation for lip syncing.

Building backdrops.

Front end / UI asset production.

**Art Outsource Manager – DJ Hero 2**

Responsible for all external art production on DJHero2. Scheduling and managing delivery of all external assets for the projects and all that entails, such as visiting studios, contract and cost discussions, document creation.

**Lead Environment Artist – Art Outsource Manager – DJ Hero**

Lead Environment artist before taking on the Art Outsource Manager role.

Prototype work on DJ Hero.

Buzz Monsters, creating environments and giving some animation guidance.

**Lead Environment Artist – Bboy**

Responsible for the Environment team on BBoy, a PS2 and PSP break dancing game inc. scheduling and level critiques.

**Aqua Pacific Ltd** (2003 - 2005)

**Artist – Real World Golf**

Creating assets for a golf game, whole courses to buildings and logos for fantasy tournaments.

**LTStudios Ltd** (2000 - 2003)

**Art Manager**

Managing a team of 5 artists for various projects, mostly Malice for PS2.

**Codemasters Ltd** (1996 - 2000)

**Lead Animator**

Lead animator on Micro Maniacs. Character and prop animation and environment asset creation

**Lead Artist**

Lead artist on ToCA 2 managing approx. 12 artists

**Artist**

Track artist on ToCA creating trackside assets

**Global Entertainment Ltd (1995 - 1996)**  
Artist for a location based entertainment system

**WAVE software Ltd (1992 - 1995)**  
Art director / Artist

### **ANIMATION WORK**

Before games, I worked as as an animator ( 2D traditional animation )

**Richard Williams Studios ( film )**  
Inbetweener / assistant on -  
The Thief and the Cobbler

**Whizzline Studios ( TV series )**  
Spider  
Roald Dahl's Revolting Rhymes  
The Fiddley Foodle Bird  
Teddy Trucks

### **EDUCATION**

HND in Film and TV – specializing in animation  
A level art, plus 7 O levels

### **OUTSIDE INTERESTS**

Digital painting, sketching, photography, reading, keeping up with techy things

## **Projects undertaken whilst Freelance**

### **Surface Digital**

Backgrounds for 'Clash of Clans'

Assets for 'Merge Mansion'

### **H23 Games**

All assets ( mostly 2D, some 3D ) for 'Tumbly Rocks' mobile game

### **Mobile Pie**

Asset creation for a Ben 10 game in ROBLOX

Asset creation for 'Gumball's Amazing Party Game'

### **Triangular Pixels**

Asset creation for a VR space ( for the NHS )

Concepts and asset creation

### **Soccer Manager Ltd.**

2D character assets for 'Target Tekkers'

### **Surface Digital**

Asset creation for 'Kine'

I was also involved in concepting / ideation of levels, and numerous other areas of art production.

### **Lockwood Publishing**

Asset creation for 'Avakin Life'

### **Mobile Pie**

Asset creation for 'The Worst Witch:Magical Mystery'

A number of assets were based on items from the TV show, a lot of them I created concepts and the assets.

### **Big Robot**

Environment assets for 'The Signal from Tolva' expansion pack.

Assets for 'The Light Keeps Us Safe'.

Concepting and asset creation.

### **Slingshot Cartel**

Character and prop models for 'The DRG Initiative'

### **Travian Games**

Marketing art for 'Crowfall' web presence ( \*2 )

### **Auroch Digital**

Low poly assets, with Hi poly model texture bakes and texturing in Substance Painter for 'OGRE'.

### **Funsolve**

3D and 2D assets for a variety of projects

### **Slingshot Cartel**

Art enhancement for 'Paper Golf' ( Facebook Instant Games )

### **Demiurge**

Low poly buildings for 'Cray Taxi:Gazillionaire'

### **Very Good Friend**

Art style redesign and art asset production for 'Run Wild'

### **Sega/Hardlight**

3D asset production for 'Sonic Dash' ( 'Classic Green Hill Zone' DLC )

3D models for in game sprites for Kingdom

Conquest:Dark Empire

3D costume models for Sonic Dash vs.Angry Birds

3D games assets ( scenery objects and pick-ups ) for Sonic Dash2

### **6idiots**

Character model adjustment and clothing modelling for 'Balance Benny'

### **Big Robot**

Environment assets for 'The signal from Tolva'  
Some from provided concepts, some conceptualized and created by me

**Lo-Fi Games**

Creature animations using Character Studio

**Viewpoint Games**

Logo design and Kart model for VR Karts game

**ChromaStudios**

Character icons to indicate in-game progress.

High resolution 3D character model for printing.

**Sega/Hardlight**

**Crazy Taxi:City Rush**

Creating low / medium poly assets and textures for the city and taxi accessories. 2D artwork for taxi decals

**Kwalee**

Low poly asset production for a couple of different games including 'Time Monkeys'

## **GAMES**

**Clash of Clans**

**Merge Mansion**

**Tumbly Rocks** – mobile - puzzle

**Target Tekkers** – mobile – puzzle

**Kine** – PC – puzzle

**Avakin Life** – PC – sim

**The Worst Witch** – web – Zelda-like ( for kids.. )

**The Light Keeps Us Safe** – PC – FPS / stealth

**The DRG Initiative** – PC – FPS / battle royale

**OGRE** – PC – strategy

**Paper Golf** – Facebook – sport

**Run Wild** – ios – runner

**Kingdom Conquest:Dark Empires** – mobile – RTS

**The signal from Tolva** – PC – FPS / exploration

**Time Monkeys** – mobile – shooter

**Sonic Dash ( DLC )** - mobile – runner

**Sonic Jump** – mobile – jumper

**Crazy Taxi:City Rush** – mobile – driving

**Click Click BOOM !-** mobile – puzzle

**Call of Duty: Strike Team** – mobile - 3<sup>rd</sup> person shooter

**SiNG Party** – wiiU – music

**DJ Hero 2** – PS3/XB360/wii – music

**DJ Hero** – PS2/PS3/XB360/wii – music

**Buzz Monsters** – PS2 – party

**Bboy – The Game** – PS2/PSP – music

**RealWorld Golf** – PS2 – sport

**Malice** – PS2/Xbox – puzzle platformer

**MicroManiacs** – PS1 – racing

**ToCA2** – PS1/PC – driving

**ToCA** – PS1/PC – driving

**PC conversions**

Sensible Soccer

Cannon Fodder

Chaos Engine

Alien Breed