

Drew Northcott

Industry veteran artist with 29 years of game development experience, yet mysteriously not jaded or cynical.

Personal Details

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Overview

Over the years I have held a variety of artist and managerial roles, as well as producing graphics and animation for a number of non-game projects. My credits list includes 46 published games across 85 SKUs, on most of the major platforms, including number one hits, well-remembered classics and award winners.

My production experience covers 2D and 3D for games, 3D modelling, texturing and surfacing, character rigging and animation, PFX, video editing, 2D for print and web, and scripting in Unity Javascript, Python, Mel, and proprietary script formats.

Package experience includes Cryengine, Unity, Asura, Fuel (Turn 10), Max, Maya, Softimage, Lightwave, ZBrush, Photoshop and others.

Personal Profile - quotes from people I've worked with.

"Drew was an amazing lead. Very calm and collected about his work but still managed to get everything done without over stressing people." Oscar Forth - Awesome Studios

"Drew really knows his stuff technically and is a real pleasure to work with. He is highly professional and his best feature is his optimism: I aspire to be a bit more like him in that respect. I would gladly work with Drew on any project and would recommend him for any artistic team " Simon Hughes - Playground Games

"His boundless enthusiasm for the projects we worked on was truly inspirational, and his sunny disposition made him a joy to be around." Jonathan Rowe - Crytek

His commitment to work and family speak volumes for him. Mark Scott – Mindwalk Studios

Highly creative, extremely responsive and more than willing to do what is asked and to improve on it. I couldn't recommend him highly enough . Adrian Dent – Adrian Dent Marketing

Management Experience

Assorted management experience, including but not limited to:
Managing art teams of various sizes.
Creating outsourcing briefing and feedback. Outsource pipeline creation and reports.
Responsibility for internal and external art teams, both large and small.
Departmental budgeting covering personnel, hardware, software, other assets.

Art and production Skills

Poly modelling	High and low polygon modelling. Polygon / Patch / Subdiv surface modelling and texturing, Zbrush.
Animation	Character rigging and animation, lip-sync, storyboarding, animatics, set design, lighting design.
PFX	Particles, directly scripted and via various tool sets.
2D	UI design, 2D sprites both rendered and hand-drawn. 2D maps and tiles. albedo, spec/gloss, normal, height, parallax maps etc.
Video	Editing on Adobe Premier, After Effects and other packages. Lay-off of game footage, Camera / lighting. Green screen camera tracking.
Sound	Creating /editing sounds. Sound recording.
Scripting.	Unity Javascript, Python and MEL, various in-house particle / animation / behaviour scripts.
Graphics	Web design, illustration, packaging / advertising design and pre-press.

Software Experience

Game Engines	Various including Cryengine (6 months in-house at Crytek) and Asura (Rebellion), Fuel (Turn10), Unity including some Unity scripting.
3D	Maya, Max, Softimage, Lightwave, Zbrush.
2D	Photoshop, Substance, After Effects, Boujou, X-normal.
Other	Adobe Premier, After Effects, SpeedRazor, Soundforge, Audacity, Tracktion.

Employment History

Sept 2015	Playground Games, contracting Environment Artist / Outsourcing Artist. Liaising with companies in India and Vietnam. Briefs and feedback. Creating benchmark assets and PBR materials. Initial nine month contract, extended to eleven months.
Sept 2014	Freelancing. 2D/3D graphics and illustration work, Mahila Anderson book cover series. 3D assets for "retail optimisation" solutions in Unity
Dec 2013	Playground Games, contracting Environment Artist / Outsourcing Artist. Working on the Bafta award nominated Forza Horizon 2 Liaising with companies in India, Vietnam and China, briefs and feedback as well as asset and texture tweaks, PBR materials, and asset builds for game and cinematics. Initial three month contract, extended to seven months
Feb 2013	Freelancing. Various iOS games, 2D / 3D graphics and Illustration work.
July 2012	Chromativity (formerly LightningFish Games) – Senior Artist / Outsourcing Artist. Managing artists in Indian Office (Pune). Mostly working in Unity, creating PFX systems and 3D assets, also prototyping pitches in Unity using Unity javascript.
Feb 2012	Playground Games (cross-hired from LFG for 5 months) – Outsourcing Artist / Environment Artist. Outsourcing liaison with companies in China and India. Assembling briefs, review / feedback of incoming assets. Final polish and optimisation. Upkeep of global asset lists and asset catalogue. Creation of in-game assets and cinematic props.
Jan 2011	Lightningfish Games – Senior Artist / Outsourcing Artist. Managing artists in Indian (Pune) Office. Briefs and concepts, review and feedback for incoming artwork. High quality pre-rendered backgrounds. Supervising an external company tracking 1500 video shots. Camera tracking using Boujou. 2D and 3D character rigging / animation.
Apr 2010	Crytek – Outsourcing Artist (contractor) Mostly in Frankfurt, an initial three month contract extended to six then eight months. The last two months working remotely in the U.K..
Feb 2007	Rebellion - Senior Artist A variety of art production tasks including character and object modelling / texturing, PFX / assets for FMV sequences, environmental modelling and texturing. Involved in creating a pipeline for working with outsourcers.
May 2000	Awesome Developments - Head of Art,
July 1996	Microprose - Art Manager
Sept 1993	Microprose - Deputy Art Manager,
July 1991	Joined Microprose in-house as an artist, quickly moved to senior artist,
Mar 1987	Started freelancing as graphic artist within the software industry.
Apr 1986	Employed by Hartcliffe Community Council as Graphic Designer.

Qualifications

`O' Levels: English, Maths, Art, Photography, Technical Drawing, Integrated Science A & B.
`A' Level: Graphics

Other Training

Animation Twice attended the three day Richard Williams master class, "The Animators Survival Toolkit", covering a wide range of traditional character animation techniques and theory.

Video Attended courses in video lighting, camera work, editing theory, sound editing / sound design theory.

Personal Courses in time management, team building, MS Excel, MS Project, presentation skills.

Hobbies and interests

Drumming and percussion (currently playing fairly regularly).
Gaming (obvs) - mostly PC based stealth games and puzzle games. Currently playing X-Com 2 and Inside.
Tinkering with stuff, I built a DIY Cintiq a few years ago, currently building a materials capture rig.

References

Simon Prytherch	CEO Lightningfish Games / Chromativity	simon@manaloco.com
Ben Penrose	Art Director, Playground Games	ben.penrose@playground-games.com
Andre Van Rooijen	Art director, Lightningfish Games / Chromativity	avanrooijen@talktalk.net

Drew Northcott Softography

2016	Forza Horizon 3	X-Box360 Win10	Playground Games	Outsourcing / environmental & cinematic assets. Bafta nominated.
2015	Collapsed World (WIP)	iOS	Turn10 / Microsoft Spiritlevel	2D / 3D Art
2014	Forza Horizon 2	X-Box360	Playground Games	Outsourcing / environmental & cinematic assets. Bafta nominated.
2013	9 Lives: Casey and Sphinx	IOS / Android	Hungry Moose	3D environment background
2013	Idol Hands	PC	Intel / Pocket Games	Outsourcing / environment art / character design / Particle effects.
2012	Fluid Football	IOS / Android	Appy Nation	Outsourcing / environment art/
2012	Adidas MiCoach	PC X-box360 PS3	505	Outsourcing / environment / camera tracking
2012	Forza Horizon	X-Box360	Playground Games	Outsourcing / environmental & cinematic assets.
2011	Let's Dance with Mel B	X-box360, PS3, Wii	Lightningfish / Black Bean	Outsourcing / pre-rendered backgrounds
2010	Crysis 2	PC X-box360 PS3	Crytek / EA	Outsourcing artist
2010	Aliens Vs Predator	PC X-box360 PS3	Rebellion / Sega	
2009	Star Wars Battlefront : Elite Squadron	PSP PS2	Rebellion / Lucasarts	
2007	Alien Vs Predator: Requiem	PSP	Rebellion / Vivendi	
2007	Mercury Meltdown Revolution	Wii	Ignition Entertainment	Designed the core game mechanics and several levels for this Multi-award winning puzzle game series
2006	Mercury Meltdown	PSP	Ignition Entertainment	
2006	Mercury Meltdown Remix	PS2	Ignition Entertainment	
2005	Archer Maclean's Mercury	PSP	Ignition Entertainment	
2003	Pool Paradise	PC X-box PS2 NGC	Awesome / Ignition	
2002	Jimmy White's Cueball World	PC X-box PS2	Awesome / Ignition	Also did the cover image for this.
2000	Grand Prix World	PC	Hasbro	Advisory role to external developer
2000	Grand Prix 3	PC	Infogrammes	
1999	X-Com: E-mail	PC	Hasbro	
1997	X-Com: Apocalypse	PC	Microprose	
1996	Grand Prix Manager	PC	Microprose	
1995	Grand Prix 2	PC	Microprose	
1995	X-Com: Terror from the deep	PC PS1	Microprose	Topped the Steam bestseller charts again in 2009.
1995	Colonisation	Amiga	Microprose	
1994	UFO: Enemy Unknown (X-Com)	PS1	Microprose	Classic !
1994	Pirates Gold	CD32	Microprose	
1994	Impossible Mission 2025	M'drive SNES CD32	Microprose	
1993	Gunship 2000	PS1	Microprose	
1992	Harrier	PC	Microprose	
1991	David Leadbetter's Golf	ST Amiga, PC	Microprose	
1990	Outrun Europa	C64	Probe	
1990	Miami Cobra GT	ST Amiga	Interceptor	
1990	Predator 2	M'drive	Beam	
1989	Lancaster	ST Amiga	CRL	
1989	Bobo	Spectrum	Infogrammes	
1989	Apprentice	C64 CPC Spectrum	Rainbow Arts	
1989	Operation Hanoi	ST Amiga	Interceptor	
1989	Viz	CPC Spectrum	Probe	
1988	Skate or Die	CPC Spec ST Amiga	Electronic Arts	
1988	Shinobi	CPC Spec ST Amiga	Virgin Mastertronic	Top selling arcade conversion
1988	Super Stock Race	CPC Spec ST Amiga	Mastertronic	
1988	The Last Stuntman	ST Amiga	CRL	
1987	Combat Zone	C64	Alternative Software	
1987	Bigfoot	CPC Spec ST Amiga	Codemasters	

Other Credits

	Title	Client	Published work
2015	Various	Tau press	Book covers for the "Mahila Anderson" series.
2007 - 2009	"It's all over"	PC Gamer / Future publishing	"Culture Clash Bandicoot" series of illustrations. The series ran for two years
2007	DIY Cintiq build	PC Format / Future publishing	Article detailing the build of my DIY Cintiq which led to a forum full of people doing the same thing, still ongoing ten years later.
2006	Metal Slug Anthology	Ignition Entertainment	Box artwork and layout,
2006	Mercury Meltdown	Ignition Entertainment	Box artwork and layout, print advertising layouts, flash based web advertising
1990	IBM Helpware	IBM via BGA and GGK	All graphics for the 1990 IBM 'Helpware' disk. Illustrations for the Helpware campaign Including software graphics, brochures, flyers, dealer packs and billboard advertising.