

LIAM CULLEN | ART DIRECTOR

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SUMMARY

I entered the games industry with the desire to create aesthetically captivating and emotionally engaging worlds. After more than a decade working in the industry I am still constantly motivated to try and achieve this goal with every project I work on.

I have worked predominantly as an Environment Artist, and have lead teams and provided art direction on a range of different titles. I have also had the opportunity to be involved with the gameplay and level design on various projects, which has given me a greater understanding of how art and design can work together to deliver a better and more immersive player experience.

WORK EXPERIENCE

PERCHANG | ART DIRECTOR | NOVEMBER 2016 – PRESENT

WARHAMMER QUEST 2: THE END TIMES

Working closely with Games Workshop to create a new digital edition of their much-loved board game series. I am responsible for character design and modelling, including both playable warriors and enemies, and working with Games Workshop to find ways to apply their *The End Times* aesthetic to the series.

IMPROBABLE | LEAD ARTIST | MAY 2015 – NOVEMBER 2016

ION

Worked on a brand-new sci fi themed IP with *DayZ* creator, Dean Hall. My role included prototyping asset construction pipelines, benchmark asset creation, environment modelling and lighting, providing visual design direction, shader creation, and production planning.

SONY LONDON STUDIO | SENIOR ENVIRONMENT ARTIST | AUGUST 2014 – MAY 2015

PLAYSTATION VR WORLDS

Responsible for working closely with the Art Director to help plan, prototype, and oversee the creation of levels/experiences in Sony's flagship VR launch title. Other duties included the mentoring of team members, and the reviewing of assets from both internal and outsource artists.

CRYTEK STUDIO FRANKFURT | LEAD ARTIST | JANUARY 2014 – AUGUST 2014

EVOLVE

Worked with Turtle Rock Studios to provide support as they transitioned their project to CryEngine 3 and adopted a new PBR pipeline midway through production. Also created new assets, and updated existing assets to the new PBR shader standard.

HOMEFRONT: THE REVOLUTION

Created environment assets and building prefabs remotely for Crytek's UK based studio. My role also included providing feedback and support to the internal environment art team.

RYSE: SON OF ROME DLC

Oversaw the creation of new Gladiator environments and Season Pass content. My main role was leading and providing direction for the Environment, Lighting, and VFX teams. Other duties included creating asset briefs and level paint-overs to provide team members with clear direction, defining themes and moods for new levels, task delegation, and monitoring and reviewing team members' work.

CRYTEK STUDIO FRANKFURT | SENIOR ENVIRONMENT ARTIST | FEBRUARY 2012 – JANUARY 2014

RYSE: SON OF ROME

Level owner of an entire stage of Microsoft's flagship Xbox One launch title. Responsible for creating high quality models, textures, and materials with the aim of setting the bench mark for 'next gen' titles. My role involved working intimately with Design and Concept teams to define the visual identity of the stage. During final production I was responsible for providing briefs and giving daily feedback to both internal artists and outsource vendors.

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CRITERION GAMES | CONTRACT ENVIRONMENT ARTIST | NOVEMBER 2011 – JANUARY 2012

NEED FOR SPEED: MOST WANTED

Short-term contract. Responsible for creating in-game assets and materials, focusing on road surfaces and city block creation. I was responsible for creating asset briefs and providing feedback for outsource vendors.

CODEMASTERS | SENIOR ENVIRONMENT ARTIST | JANUARY 2010 – NOVEMBER 2011

GRID 2

Modelling and texturing of Parisian buildings and monuments based upon photographic reference.

BODYCOUNT

Working closely with the Level Design team to take multiple levels from a white box stage through to final art. This involved working from concept artwork and liaising with the Art Director. Modelling and texturing duties included the creation of terrain, buildings, and both static and dynamic objects. Other duties on the project included providing briefs and documentation for outsourcers, and providing feedback on outsourced work.

BIZARRE CREATIONS | ENVIRONMENT ARTIST/TRACK DESIGNER | JANUARY 2007 – JANUARY 2010

JAMES BOND 007: BLOOD STONE

Responsible for creating props and cover objects for the Monaco Gardens, Casino, and Burma levels. Other duties included scenery creation for the Athens boat chase prologue, and designing and building the initial white box for the Burmese Prison level.

BLUR

Responsible for the research, design, and creation of tracks based on real world locations, including the placement of AI, track collision, and dynamic objects. During pre-production I was heavily involved with prototyping new city block creation methods, as well as producing documentation for other artists, track designers, and outsourcers. Other duties included heading up and taking part in reference trips.

PROJECT GOTHAM RACING 4

Working primarily on the Shanghai track, I was responsible for all aspects of city block creation including modelling, texturing, lighting, and creation of animated textures. My role also involved correction of outsourced work, and object LOD creation.

GAMEWORLD SEVEN | CG ARTIST | JANUARY 2006 – JANUARY 2007

JUICED 2

Responsible for creating buildings based on various real-world locations. I was later tasked with overseeing the work of other artists to ensure it met quality standard before being submitted to Juice Games. I also created various car body kit modifications for the game.

EDUCATION

UNIVERSITY OF TEESSIDE | BA (HONS), COMPUTER ANIMATION | JUNE 2000 – AUGUST 2003

INTERESTS AND ACHIEVEMENTS

I am an avid gamer in my spare time and enjoying playing a wide range of genres. I have been fortunate to have been selected to serve as a juror for the BAFTA Game Awards in 2015, 2016, and 2017. My work for Ryse: Son of Rome has received both CGHub Gold and Editor's Pick Awards, as well as being shown in the London National Gallery as part of the 2014 Renaissance Exhibition on Italian Architecture. Outside of video games I am a father, and have a keen interest in martial arts.