

Simon Cooper

Employment

2017-Present: Lead Artist at Travian Games GmbH, Munich, Germany

Responsible for developing and defining the art for Travian Games new MMORTS 'build and raid' game titled **Arkheim: Realms at War**, due for release 2020. I oversee the development of all aspects of art production on the project, from concept to in-game assets.

2015-2016: Teacher, BTEC Level 3 Diploma in Video Games Development

I was approached to start as a teacher on their BTEC two-year course with just three days notice. The course introduces 16-18 year old students to all aspects of the video game industry.

2010-2015: Freelance 3D Generalist

I produced commissioned work and self-generated projects for stock. During this period I also returned as associate lecturer for the Computer Games (Art) BA course at Solent University.

2008-2010: Lead Artist at Curve Studios Ltd, Islington, London

I was responsible for managing art teams on several game titles including a series of **Buzz!** games for Sony Entertainment Europe on the PSP, and Curve's own **ExploDemon!** on Playstation3.

2004-2008 and 2011-2015 : Associate Lecturer, Solent University, Southampton (SSU)

Lecturer on the Computer Games (Art) BA course, and on the Animation BA course.

2002-2007: Self-instigated film-making projects

My first film was entitled **Soulflakes** and took two years to complete. This was my film school. Then I developed several short film projects. Two of them, **Topsoil** and **Corpus Interruptus**, went on to enjoy success on the film festival circuit, chiefly in America - winning an award along the way.

2000-2003: Lead Artist at Blue 52 Ltd, Camden, London

I was responsible for managing one of Blue 52's art teams, enjoying success with published titles, including the Disney game **Peter Pan: Legends of Neverland** and Blue 52's own **Stolen**.

1997-1999: Lead Artist at Fube Industries Ltd, Chiswick, London

I was originally hired as an animator but I was later promoted to Lead Artist, managing one of the art teams. Published game: **Attack of the Saucerman**, on Playstation and PC.

1992-1996: Multimedia Designer for Plum Design Ltd, Southampton

I was an Artist, Animator, UI designer and programmer on several interactive CD-ROM projects. I subsequently managed a team when I was joined by two other multimedia designers.

1987-1992: Freelance Stage Manager, Actor, Set Designer and Illustrator

I toured the UK with several shows. I was acting, stage managing and also designing and making sets, scenery and props. I then painted posters for theatre shows. A high point was producing the poster for a London West End production of a Duke Ellington revue called **Sophisticated Ladies**. My artwork could be seen for a short while adorning the sides of London buses.

Education

Six certificates at 'O' Level whilst attending Priestlands School, Hampshire, UK

Three certificates at 'A' Level whilst attending Brockenhurst College, Hampshire, UK

My first choice of career was acting. I skipped university and joined a theatre company, travelling the UK. I enjoyed small roles in fringe theatre and touring shows.

Software Experience

Autodesk 3D Studio Max (from version 1 through to current version 2020)	23 years
Autodesk Maya	1 year
Unity3D	8 years
Unreal Engine 4	1 year
Substance Designer	8 years
Substance Painter	2 year
ZBrush	6 years
Adobe Photoshop	27 years
Adobe Creative Suite (including After Effects and Premiere)	16 years
Microsoft Visual Studio	4 years
Microsoft Office Suite	19 years

Skills

Art

2D drafting skills: able to create concepts and visualisations
Comprehensive 3D skills including hard surface modelling and organic digital sculpting
Creating 3D assets for both real time and pre-rendered/VFX application
Animation: characters; environment; particle systems
Video editing and visual effects compositing

Code

Technical art duties including scripting tools for artists and art pipelines
Able to author custom shaders in Unity : vertex, fragment and surface shaders
Able to write code in C# in Unity, including editor tools

Managerial and communication

I have experience leading several art teams during my career and I strive to cultivate an efficient, happy team that can deliver the vision of the art director on schedule. I am also an experienced teacher and mentor, taking many artists under my wing over the years.
Communication is my forte, enabling me to produce concise, useful documentation for teams under my purview including mood boards, style guides and outsourcing briefs. I have strong organisation skills and I am experienced in agile development.

Films

I am an award-winning filmmaker. I have written, directed, operated camera and edited to keep production costs low and shooting fast.

Soulflakes (2003 - 83 mins); ***Topsoil*** (2005 - 8 mins); ***Corpus Interruptus*** (2006 - 10 mins)
Topsoil was awarded 'The Audience Award for Best Foreign Short' at the 2005 Santa Cruz Film Festival in California, USA.

Interests

Games continue to dominate my free time. With two young children I spend my time playing card games, board games and video games with them. Plus I run a twice-weekly *CounterStrike: GO* game server, playing with my friends and ex-colleagues from the games industry. Sometimes I go outside.

Contact

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References are available upon request.