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Education

2015-2016: Vanarts (Vancouver Institute of Media Arts)

Diploma of Game Art and Design

2007-2010: University of the West of England

BA (Hons) Animation at the University of the West of England

2006-2007: University of Plymouth

Foundation level Art degree

Work Experience

2018-2020: Rainbowverse Industries: PrimeOrbial. (Environment Artist)

Filled a lot of roles within a small team. Was in charge of drawing up asset lists, checking over files submitted by other artists, importing and organizing assets in engine and building out a shared asset library.

Created unique hero assets, game props, organic sculpted assets and prop animation.

Was charged with the creation of several level kits, for use by other artists, working closely with level designers to provide what they needed. Finalized art passes on several level blockouts, while being mindful of level flow, and gameplay.

Did a lot of animated material work setting up exposed parameters for manipulation in blueprints and also particle effects using Unreal's Cascade system.

Software included: Unreal Engine, Maya, 3Ds Max, Z-Brush, Xnormal, Substance Designer, Photoshop, Quixel, Github.

Taught me the importance of asset consistency and organization as well as collaboration across different teams to troubleshoot and solve problems together to achieve a shared vision

2017: Electronic Arts: Fifa 18. (Associate Character Artist)

Was tasked with creating kits and accessories, as well as bug fixing.

Used proprietary tools for textureing, but also industry standards for retopolgy and baking of photogrammetry assets.

Later helped coordinate bug management across multiple departments drawing up spreadsheets for schedule tracking.

Software included: Maya, Photoshop, 3D Coat, Frostbite, Perforce.

Gave me a good understanding of how industrial game design works in practice and the need for efficient organization and communication between departments

2011-2015: Impression Design

Managed several clients Brands, working closely with them to develop a consistent design language, that could be applied across all aspects of their business.

Work was varied and ranged from business cards, to shop front exteriors, to website design and management.

Software included: Photoshop, Illustrator, Dreamweaver, Alchemy, Maya, Mental Ray.

I learned how best to manage projects while working alongside clients, how to communicate my ideas to them clearly and how to take feedback and incorporate it into my work

2010-2011: Innovate, Marketing agency

Worked mainly on Magazine adverts for various companies and also layout, formatting and styling of articles in "Full Throttle" quarterly car publication.

Software included: Illustrator, Photoshop, Dreamweaver.

Learned how to manage my time across various projects and hit client deadlines

References

Nicholas Tay - Creative Director - Gup Gups Limited

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Ramanathan Iyer - Creative Director - Rainbowverse Industries

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