

# Paul Nelson

## Character/Creature Modeller & Texture Artist

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### Personal Information

**Date of birth:** 6/7/1978

### Education

<b>HND in Illustration</b> 1997 - 1999	Traditional Illustration techniques	<b>Swindon College</b>
<b>BTEC Art &amp; Design</b> 1996 - 1997	Fine Art, Graphic Design, Life Drawing , Illustration	<b>Stroud College of Art &amp; Design</b>
<b>GCSE's and A Levels</b> 1989 - 1996	General education	<b>Marling School</b>

### Work Experience

<b>Moving Picture Company</b> 2011-Present	<b>Senior/Lead Modeller and Texture TD, working on various shows.</b> <b>Skills included: Concept, Modelling, Texturing and Look Development. Looking after teams of artists as a Lead.</b> <ul style="list-style-type: none"><li>• Guardians of the Galaxy <b>Lead Texture TD</b></li><li>• Maleficent ( DIR: Robert Stromberg) <b>Lead Texture TD</b></li><li>• The Seventh Son (DIR: Sergey Bodrov) <b>Lead Texture TD</b></li><li>• World War Z (DIR: Marc</li></ul>	<b>London, UK</b>
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Forster), **Senior Texture TD**

- Total Recall (DIR: Len Wiseman), **Senior Modeller & Texture TD**
- Prometheus (DIR: Ridley Scott), **Lead Texture TD**
- Life of Pi (DIR: Ang Lee), **Senior Modeller & Texture TD**

**Sony Computer Entertainment Europe  
2010-2011**

**Lead Character Artist**

**London, UK**

Unannounced "MOVE" title for PS3

**Sony Computer Entertainment Europe  
2005-2010**

**Senior Character Artist**

**London, UK**

- KillZone 2, PS3 - **Senior Character Artist for Guerilla**
- Eight Days, PS3 - **Senior Character Artist**
- Getaway 3, PS3 - **Character Artist**

**Codemasters  
2002-2005**

**Modeller & Texture Artist**

**Lemington Spa, UK**

- Dragon Empires, PC - **Creature modelling and texturing**
- Worms Mayhem, PS2 - **Box Art Concept**
- Maelstrom, PC - **Concept Artwork**
- Colin McRae Rally 5, Xbox

**& PS2 - Modelling and Texturing**

- Brian Lara Cricket 2005, PS2 – **Texturing**
- Toca Race Driver 3, XBox & PS2 - **Generalist and Marketing Artwork**

**Freelance Artist & Illustrator  
1998-2002**

**Fine Artist and Illustrator for Stanley Thornes Publishing and Commissioned Art Pieces**

**Cotswolds, UK**

**Skills**

- Concept Art (Designing Characters, Creatures and Vehicles/Ships) Sci-fi or Fantasy
- Character & Creature Modelling
- Hardsurface Modelling
- Unwrapping
- Texturing (Realistic and Stylized)
- Look Development
- Lighting
- Comp
- Good organizational skills
- Excellent people skills
- Able to manage my own time and get work done in time to excellent standard
- Good communication skills
- Excellent leading skills, and mentoring others
- Able to take on art direction or any feedback

## **Software**

- Maya
- Mari
- Nuke
- PhotoShop
- UV Layout
- SoftImage
- 3DS Max
- BodyPaint
- RenderMan
- MentalRay
- Can easily adapt to using any software that is provided or required for the job.

## **Interests**

- Screen Writing - I'm an avid story writer, taking my ideas and transforming them for the screen, I hope one day to produce my own live action short
- Photography
- Motor Sports
- Science & Technology

References  
available on request