

Curriculum Vitae and Contact Details

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Current Position

Environment Artist at Hutch Games.

I have over 16 years combined experience in film post production and the video games industry, for companies including Marvel, Codemasters, ITV, Netflix, Electronic Arts and Sony.

Published Titles

NASCAR Manager - iOS and Android
F1 Clash - iOS and Android
Top Drives - iOS and Android
Marvel Hero Tales - iOS and Android
Robozuna - iOS and Android
Thunderbirds Are Go: International Rescue - iOS and Android
Shopkins Happy Places Happy Homes - iOS and Android
Lee Hom AR Date - iOS
Thunderbirds Are Go! iOS and Android
FingerBug! - iOS and Android
F1 - Nintendo Wii
Buzz Junior - Ace Racers - PS2
PlayStation Home - PS3
Sing Star - PS2
Getaway 2 Black Monday - PS2
Getaway 1 - PS2
Nascar Super Chargers - Playstation and PC
Carmaggedon - N64
Supreme Snow boarding - Color Gameboy
Fifa 99 - N64
World Cup 98 - N64
Hexen - N64

Unreleased Titles and Prototypes of Note

War Hammer - PS3, Xbox and iOS
Getaway Online - PS2
Eight Days - PS3

Film Releases (Stereo Conversion Artist)

R.A. One
Dredd
Wraith of the Titans
Frankweenie
Gravity

Key Skills

Maya, Blender, Photoshop, Substance Painter.
Unity, Unreal, GameMaker, Roblox (Metaverse) and numerous in house game engines.
3D Modelling, UV layout, texturing and painting.
Rendering, lighting, material and shader creation (Arnold, Eevee, V-Ray, Cycles, PBR, realtime, baked and rendered).
VR and AR prototyping (Unity and Unreal Engine).
Rigging and asset set up, especially optimisations for real time games.
Compositing (Nuke and Blender).

Scripting/programming/pipeline creation (Python, MEL).
Game and app design including UI/UX and HUDs.
Familiarity with agile/scrumb, freelance and outsourcing workflows.
3D scanning, Mo Cap shoots and basic animations.

Career History

2021 to present time – Environmental Artist at Hutch Games

2020 to 2021 - Artist at Fundamental VR.

2017 to 2019 - Senior Artist at Kuato Studios.

2015 to 2017 - Senior Artist at Beyond The Story.

2013 to 2014 - Noboko Games. Family time and I renovated a house.

2011 to 2012 - Stereo conversion artist at Prime Focus London working on films such as Judge Dredd, Wrath of the Titans, Frankenweenie and Gravity.

2010 to 2011 - Attended a Nuke compositing course run by Escape Studios with the aim of getting a foot in the door of the VFX industry.

2010 - Hard Surface Modeller at Ignition UK (formally Digi-Guys).

2009 - Worked in-house freelance for Sumo Digital on F1 for Nintendo Wii. Mostly preparing outsourced and off site artwork for game engine.

2008 - Freelance work including Tumble and Buzz Junior - Ace Racers.

2001 to 2007 - I moved to London to work for Sony on their Triple A PlayStation 2 game 'The Getaway'. I was responsible for characters and interiors. This was followed by the sequel 'The Getaway - Black Monday'. To date both titles have sold approximately nine million copies. Worked on Getaway On-line which eventually became the PS3 title called Home. My final project for Sony was titled Eight Days.

1996 to 2000 - Started games career at Software Creations as a 3D artist. My first project was a conversion of the PC Doom clone, Hexen for the N64. We co-developed World Cup 98 and then Fifa 99 for Electronic Arts of Canada. My main input focussed on the mascot Footix, the in game players and sky boxes. Carmaggedon 64 and Supreme Snow boarding for the Color Gameboy followed. My final game for Software Creations was called Nascar Super Chargers for the Playstation and PC platforms.

1994 to 1995 - Msc 3D CAGTA (Computer Aided Graphical Technology Applications) at Teesside University. This intensive course was a thorough grounding in all aspects of visual computing. From C programming, 2 and 3D graphics as well as general art, design theory and history. I was fortunate to spend ten months work placement at the then recently opened hi-tech Silicon Graphics Virtual Reality Centre. Received a distinction for my Thesis.

1993 - City and Guilds 4351 (Autocad 2D), City and Guilds 4353 (Autocad 3D) at Liverpool Community College.

1992 to 1993 - Product Designer at Sentinel Security Products.

1989 to 1991 - BA Hons Industrial Design at Sheffield City Polytechnic.

1988 to 1989 - BTEC National Foundation Course in Art and Design at Southport College.

1980-87 - 2 A levels and 6 O levels at Maricourt High School, Maghull.

Leisure Interests

Keeping fit, Linux, old British sports cars and generally being creative.