

# Drew Northcott

## Personal Details

AGE: 45  
MARITAL STATUS: Married 23 Years. Three children, 22, 21 & 16 and a dog.

## Overview

I have been working in the games industry since 1987, and have held a variety of artist and managerial roles, as well as producing graphics and animation for a number of non-game projects.

In that time I have worked on 38 published games across 73 SKUs, on most of the major platforms, including number one hits and well remembered classics.

My production experience covers 2D and 3D for games; environment modelling, texturing and surface definition; character rigging and animation; PFX; video editing; 2D for print and web, and some scripting in Python, Mel and various other proprietary formats.

Package experience including Max, Maya, Softimage, Lightwave, ZBrush, Photoshop, Premier pro, and numerous others stretching right back to "Tony Crowther's 3into1 sprite editor" ( C64 ).

## Management Experience

10+ years of assorted management experience, including but not limited to:

Art direction on projects, both direct and delegated.  
Outsourcing briefing and feedback. Outsource pipeline creation and reports.  
Responsibility for internal and external art teams, both large and small.  
Personnel appraisals and training provision.  
Departmental budgeting covering personnel, hardware, software, other assets.

## Art and related production Skills

23+ Years of games industry experience. Including:

High polygon	Polygon / Patch / Subdiv surface modelling and texturing, Zbrush.
Low polygon	Modelling and texturing, characters, vehicles, environments etc.
Environment	Visual surface properties, lighting, collision mesh to defined metrics, botanical and object placement and properties. Physics surface and object properties.
Animation	Character rigging and animation, lip-sync, storyboarding, animatics, set design, lighting design.
2D	UI design, 2D sprites both rendered and hand drawn. 2d maps and tiles. Colour, height, specular, normal, parallax maps etc.
Video	Editing on Adobe Premier, Speedrazor and other packages. Lay-off of game footage, Pre-editing and storyboarding sequences. Compiling sequences and supervising editing at an external edit suite. Camera / lighting.
Sound	Creating /editing sounds. Sound recording.
Scripting.	Some Python and MEL, various in-house particle / animation / behaviour scripts.
Graphics	Web design, illustration, packaging / advertising design and pre-press.

## Software Experience

Game Engines	Various including (Most recently) Cryengine (6 months in house at Crytek) and Asura (3 years).
3D	Maya, Max, Softimage, Lightwave, Zbrush and others.
2D	Photoshop, Crazybump, x-normal and many others
Script / code	Python, MEL various proprietary scripting systems for animation, behaviour and PFX. BASIC, HTML, CSS, 6502 machine code, Z80 assembler (how old is that).
Other	Adobe Premier, SpeedRazor, Soundforge, Audacity, Tracktion. Various production packages, Excel, Word and so on.

## Employment History

Apr 2010	<p>Crytek – Outsourcing manager (Freelance) Writing briefs in various formats for different vendors in China, Italy, the Ukraine and the UK. Guidance and feedback, draw-overs, technical checking incoming assets. Engine integration, optimising and final bugfixing.</p> <p>Mostly in Frankfurt, an initial three month contract extended to six then eight months. The last two months being in the U.K. Working remotely.</p>
Feb 2007	<p>Rebellion - Senior artist I took on a variety of art production tasks including character and object modelling / texturing, FMV sequences, environmental modelling and texturing. I also helped to design a form set, directory structure, and pipeline for working with outsourcers, and was point artist for assembling a pitch level for Lucasarts using the outsourcing system.</p>
May 2000	<p>Awesome Developments - Head of art, Art direction on all projects. Overseeing the growing art team. The team structure at Awesome also allowed me to take more of a part in the game design process, especially during the Mercury projects where I designed many of the core mechanics, and liaised with the coders on implementation. I also had input into marketing materials, video, sound, and the general management of the studio as a whole.</p>
July 1996	<p>Microprose - Art Manager Reporting to Studio Head, and responsible for the in-house team of 16 artists plus external contractors. Responsibilities include: Art direction and overseeing art production standards and pipelines. Scheduling and tracking in conjunction with the project producers. Recruitment, and training, team appraisals. Keeping track of new technology and recommending purchasing of hardware and software. Budgeting for the art department.</p> <p>Specified and built an off-line edit suite, used for providing internal review videos and video material for marketing.</p> <p>Also Produced a full range of production work. Low-poly characters and animation, 2D interface design, 2D sprites and backgrounds, video editing, compiling sequences and editing/supervising at external and internal editing suites.</p>
Sept 1993	<p>Microprose - Deputy Art Manager, Reporting to Art Manager, responsibilities include: keeping an eye on new technology, preparing department budgets, laying sequences off to video, overseeing in-house and externally produced FMV, as well as normal production work.</p>
July 1991	<p>Joined Microprose in-house as an artist, quickly moved to senior artist,</p>
Mar 1987	<p>Started freelancing as graphic artist within the software industry.</p>
Apr 1986	<p>Employed by Hartcliffe Community Council as Graphic designer.</p>

## Qualifications

'O' Levels: English, Math, Art, Photography, Technical Drawing, Integrated Science A & B.  
'A' Level: Graphics

## Other Training

Animation Twice attended a three day Richard Williams master class, "The animators survival tool kit", covering a wide range of traditional character animation techniques and theory.

Video Attended courses in video lighting, camera work, editing theory, sound editing / sound design theory.

Personal Courses in time management, Team building, MS Excel, MS Project, Presentation skills, "The Grammar Game", various other courses and seminars.

## Hobbies and Interests

Artwork in various styles, including the "Culture Clash Bandicoot" series of art / games mash-ups, featured in PC Gamer from 2007-2009

Favourite Games: Portal, Bioshock, Half Life 2, Hit-man series, Eternal darkness, Beyond good and evil, Doom2, Nintendo stuff.

Classic film and animation.

Favourite directors include Alfred Hitchcock, Terry Gilliam, Akira Kurosawa, Ridley Scott, John Lassiter, Andrew Stanton.

Favourite films include: Akira, Casablanca, Seven Samurai, The Lion King (for Scar, best Disney villain ever), Blade Runner, Silence of the Lambs, Forbidden planet, Dark Star, Diva, Shrek, Wall-e, pretty much anything by Hitchcock, Gilliam or Pixar.

Music: Gigging drummer and percussionist, Bass, Guitar,.

Building stuff. Electric drum kit, DIY Screen tablet similar to a Wacom Cintiq, featured in PC Format and on Engadget and various other blogs. (I now run a forum full of people doing the same thing).

Reading: I read voraciously, Terry Pratchett, William Gibson, Bill Bryson, are favorites.

Other stuff: writing, tinkering with motorbikes, games, animation.

## Drew Northcott Softography 1987 – 2010

<b>Freelance</b>				
Date	Title	Formats	Publisher / Developer	Notes
2010	Crysis 2	PC X-box360 PS3	Crytek / EA	Outsourcing manager
<b>Rebellion Developments Senior Artist</b>				
2010	Aliens Vs Predator	PC X-box360 PS3	Rebellion / Sega	
2009	Star Wars Battlefront : Elite Squadron	PSP PS2	Rebellion / Lucasarts	PS2 finished and passed submission, but unpublished
2007	Alien Vs Predator: Requiem	PSP	Rebellion / Vivendi	
<b>Awesome Developments 'Hands-on' Art Manager</b>				
2007	Mercury Meltdown Revolution	Wii	Ignition Entertainment	Designed the core game mechanics and several levels for this Multi-award winning puzzle game series
2006	Mercury Meltdown	PSP	Ignition Entertainment	
2006	Mercury Meltdown Remix	PS2	Ignition Entertainment	
2005	Archer Maclean's Mercury	PSP	Ignition Entertainment	
2003	Pool Paradise	PC X-box PS2 NGC	Awesome / Ignition	
2002	Jimmy White's Cueball World	PC X-box PS2	Awesome / Ignition	
<b>Microprose UK 'Hands-on' Art Manager</b>				
2000	Grand Prix World	PC	Hasbro	Advisory role to external developer
2000	Grand Prix 3	PC	Infogrammes	
1999	X-Com, E-mail	PC	Hasbro	
1997	X-Com, Apocalypse	PC	Microprose	
1996	Grand Prix Manager	PC	Microprose	
1995	Grand Prix 2	PC	Microprose	
<b>Microprose UK Artist / Senior Artist</b>				
1995	X-Com, Terror from the deep	PC PS1	Microprose	Topped the Steam bestseller charts in 2009.
1995	Colonsation	Amiga	Microprose	
1994	UFO: Enemy Unknown (X-Com)	PS1	Microprose	
1994	Pirates Gold	CD32	Microprose	
1994	Imp' Miss' 2025	M'drive SNES CD32	Microprose	
1993	Gunship 2000	PS1	Microprose	
1992	Harrier	PC	Microprose	
1991	David Leadbetters Golf	ST Amiga, PC	Microprose	
<b>Freelance Artist</b>				
1990	Outrun Europa	C64	Probe	
1990	Miami Cobra GT	ST Amiga	Interceptor	
1990	Predator 2	M'drive	Beam	
1989	Lancaster	ST Amiga	CRL	
1989	Bobo	Spectrum	Infogrammes	
1989	Apprentice	C64 CPC Spectrum	Rainbow Arts	
1989	Operation Hanoi	ST Amiga	Interceptor	
1989	Viz	CPC Spectrum	Probe	
1988	Skate or Die	CPC Spec ST Amiga	Electronic Arts	
1988	Shinobi	CPC Spec ST Amiga	Virgin Mastertronic	Top selling arcade conversion
1988	Super Stock Race	CPC Spec ST Amiga	Mastertronic	
1988	The Last Stuntman	ST Amiga	CRL	
1987	Combat Zone	C64	Alternative Software	
1987	Bigfoot	CPC Spec ST Amiga	Codemasters	

## Other Credits

Other credits			
	Title	Client	Published work
2007 - 2009	"It's all over"	PC Gamer / Future publishing	"Culture Clash Bandicoot" series of illustrations.
2007	DIY Cintiq build	PC Format / Future publishing	Article detailing the build of my DIY Cintiq. Led to a forum full of people doing the same thing, still ongoing.
2006	Metal Slug Anthology	Ignition Entertainment	Box artwork and layout,
2006	Mercury Meltdown	Ignition Entertainment	Box artwork and layout, magazine advertising layouts, flash based web advertising banners
1999	Various	Rock Brothers	Series of CD covers for the band.
1990	IBM Helpware	IBM via BGA and GJK	All graphics for the 1990 IBM 'Helpware' disk. illustrations for the Helpware campaign including software graphics, brochures, flyers, dealer packs and billboard advertising.
1990	Space Encyclopaedia	Andromeda Interactive	menu screens and FMV linking sequences.
1998	All Preachers Great and Small	Peter Gammons	Book cover and a number of cartoon illustrations