

THOMAS LISHMAN

CHARACTER ARTIST | WWW.TLISHMAN.CO.UK | TOM@CRYART.CO.UK |

PROFILE

Character artist who is in love with all aspects of creation from design to final deliverable. I pride myself in the passion I put into my work. Creating art and assets to cater to any style and preference, I thoroughly enjoy every task I undertake. **Skilled sculptor and game artist seeking both freelance and in-house work.**

SKILLS

- Character and creature modelling & sculpting
- PBR & Hand painted texture workflow
- Human & animal anatomy understanding
- Efficient topology, retopology and UV mapping
- Sculpting for 3D print and production

TOOLS

- ZBrush
- Photoshop
- Substance Painter
- UE4
- Topogun
- Marvelous Designer
- 3ds Max

Experience:

Freelance Game Artist -

- **Gridiron (2017 – present)**
Unannounced – Player model (UE4)
- **Flix Interactive (2015 – present)**
Eden Star - Creatures, aliens, Armor sets and new player character models (UE4)
- **Dreadbit (2016)**
Seraph (Steam, PS4) – enemy models, and two alternative Skins for main character (Unity)
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Freelance Sculptor -

- **Gunmeister Games (2016 – present)**
Judgement miniature sculpting
- **Goblin King Games (2016 – present)**
Moonstone miniature sculpting
- **Steamforged Games (2016 – present)**
Sculptor for Dark Souls: The Board Game
- **Infamy Miniatures (2014 – present)**
Infamy's range of miniatures
- **Paranoid Miniatures (2016)**
Miniature sculpting
- **Crafty Games (2016)**
Figures for Mistborn Boardgame
- **Fantasy Flight Games (2015 – 2016)**
Starwars, Decent, Runewars, Android
Netrunner figures
- **Megacon Games (2015)**
Banner Saga Warband Boardgame figures

- NECA (2013 – 2014)

Figures for Simpsons, Marvel Captain America and Toei Animation Yu-Gi-Oh

- Jasco Games (2014 – 2016)

Deadmeat figures, Streetfighter, Dragonball Z, Mortal Kombat figures for boardgames

- McFarlane Toys (2012 - 2014)

Ravin Rabbid products, Small Pros NFL Series 1-2

Education:

- **BA - Games Art Staffordshire University**
2014 – 2017
- **BTECH – E-Media** 2009-2011