

# Toby Lewin

Digital Artist

email - toby.lewin@gmail.com

portfolio - tobylewin.com

Digital artist in the Entertainment industry.  
Passionate about worldbuilding and storytelling through art.

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## Skills

Strong skills in both 2D and 3D, including modeling and texturing  
Experienced with both real-time and pre-rendered pipelines  
Very multidisciplinary and flexible with different pipelines/workflows.  
Ability to create stylised and realistic assets in 2D and 3D  
Proficient in Photoshop, Maya, 3DS Max, Zbrush, Mudbox,  
Mari, Nuke, After Effects, Substance and Quixel suite.

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## Experience

### Concept Artist

Cloud Imperium Games 2013 – Current

Star Citizen - Concept art, style guides, cinematics, lighting, rendering, marketing material and asset design. Using both offline rendering and in-engine rendering.

### Designer & Matte Painter

Fuel VFX 2009 – 2012

The Avengers - Matte Painting and Concept Art  
Prometheus - Holographic UI motion graphics, Engineer Hologram VFX Design  
Clients include Coca-Cola, Fox, Nissan, Wrigley, Arnott's, Leggos

### Matte Painter

Animal Logic 2008 – 2009

Knowing - Matte Painting, Research  
Clients include Mars, Uncle Ben's

### Designer & Composer

Radical Media                      2008 – 2009

Concept art, environment design, motion graphics and compositing.