

# Paul Bannon

Environment Artist/Prop Artist

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Manchester, United Kingdom

## Summary

- Ability to effectively complete tasks on time while using critiques to help create the best end product.
- Very self-motivated and work great within a team environment.
- Constantly learning and evolving, enjoys facing new challenges and putting new skills to good use.

## Experience

- **Travellers Tales, Warner Bros | Environment / Lead Prop Artist | [www.ttgames.com](http://www.ttgames.com)**

January 2010 – September 2013

Responsible for creating Lego props, putting them into Engine using in House Tools

Creating modular environment assets, for use across a sandbox city.

Leading a team of junior artists to meet tight deadlines

- **Blackbull Studios | Contract 3D Artist |**

May 2009 – July 2009

Created 2D Textures and Animated 'gifs' for Mobile Game Defraxon

## Published Games

- **Lego Movie VideoGame** | All Consoles
- **Lego City Undercover** | Nintendo Wii U
- **Lego City Undercover** | Nintendo 3DS
- **Lego Harry Potter** | All Handheld Formats
- **Lego Chima** | All Handheld Formats
- **Defraxon** | Android Phones

## Software

- **Production** | Maya, Zbrush, Modo, Photoshop, Xnormal
- **Game Engines** | Unreal Engine 4, Cryengine

## Education

- **University of Central Lancashire** | BA Hons Games Design (2006 – 2009)  
Graduated First Class Honours Degree