

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.

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.

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.