

Colin Mayne

Concept Artist | colinmayneart.com

info@colinmayneart.com

07563 662826

SOFTWARE SKILLS

Photoshop, ZBrush, Autodesk Maya, After Effects, Illustrator, Nuke

ART SKILLS

Concept Art, Digital Matte Painting, 3D Character & Creature Design, Illustration, Storyboarding

EXPERIENCE

Concept / 2D Artist, Hunted Cow Studios, Elgin, October 2020 – Present

- Excellent skills in 2D fast concepting.
- Work closely with project leads to develop a defining look for concept art and feel of the game.
- Utilize 3D models into structural and perspective-based concepts for speed and consistency.
- Creating concept art from thumbnails to final polished renders including character, structural, environmental, prop and vehicle.
- Promotional illustrations for in-game, web and print.

Freelance Matte Painter & Concept Artist, Canada and UK, July 2018 – Present

- 2D matte painting, concept art, illustration and storyboards for video games, film and television.

Senior Matte Painter & Concept Artist, Torpedo Pictures, Toronto, November 2019 – July 2020

- Specialized in 2D/3D matte painting and visual development.
- 2D/3D environmental and character concept art for VFX-driving feature films and television.

Lead Matte Painter & Concept Artist, 3D Creature Design, Spin VFX, Toronto, August 2017 – June 2018

- Lead a team of eight Matte Painters and provided art direction, assigned work based on artistic strengths and oversaw production schedules.
- 2D/3D matte painting, visual development, and environmental concept art for VFX-driven feature film and television.
- Creature concept designs for major projects, from initial design to rig and animation ready. Credits include 3D creature concept design for Stranger Things 3, digital matte

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painting and concept for Fear the Walking Dead, The Expanse, Tremors and Star Trek: Discovery.

Senior Matte Painter & Concept Artist, Mr. X, Toronto, March 2017 – June 2017

- 2D/3D matte painting, visual development, and environmental concept art for VFX-driven feature film and television. Credits include: Shape of Water, The Strain, Bates Motel.

Matte Painter & Concept Artist, Soho VFX, Toronto, March 2015 - February 2017

- 2D/3D matte painting, visual development, and environmental concept art for VFX-driven feature film and television. Credits include: Logan, Conjuring 2, Allegiant, Ben Hur

Character Finaller & DVD Cover Concept Artist, Arc Studios, Toronto, May 2014 – December 2014

- Corrected animation issues on various animated shows. Creating compositions and conceptual layout for DVD covers.

Technical Director, Pipeline Studios, Hamilton, September 2013 – March 2014

- Monitor and troubleshoot render queues and make modelling, lighting and animation adjustments where necessary.

Freelance Illustrator 2005-2012

- Illustration, concept art and storyboards for print and media.

EDUCATION

Computer Animation, Post Graduate Certificate, Sheridan College, Oakville, 2013

Interpretive Illustration, Diploma, Sheridan College, Oakville, 1999 – 2002

Advanced Level Art & Design, Rupert Stanley College of Art, Belfast, Northern Ireland, 1995 – 1997