

# LUKE TOVEE

Senior Generalist Artist  
3D/2D/UI

## SOFTWARE

### 3D

3Ds Max  
Maya  
Modo  
Blender  
Zbrush

### 2D/UI/Material

Adobe Photoshop  
Substance Designer  
PBR Workflows  
Adobe After Effects  
Adobe Illustrator  
Adobe Indesign  
Adobe XD  
Figma

### Engines

Unity Editor  
Unity Shader Graph  
Unreal Engine  
Playcanvas (WebGL)  
Marmoset Toolbag

### Source Control

Github Desktop  
Sourcetree  
Perforce P4V

## QUALIFICATIONS

2010 - 2013

*Teesside University*

**BA (Hons) Computer Games Art**

Achieved: First Class Honors Degree

2008 – 2010

*Hertfordshire Regional College*

**BTEC National Diploma -  
Interactive Media**

Achieved: Distinction

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## ABOUT

I'm a positive and passionate individual who heavily invests themselves into a project and produces high-quality results while working comfortably and confidently within any deadline.

I communicate clearly and take care to explain ideas within a team visually or verbally when establishing tasks. Additionally, I feel it's always important to reflect critically on tasks, considering how we can improve in the future.

I have been praised for my positivity and professionalism when leading teams, tackling tasks, and always being receptive to criticism and direction. I'm comfortable providing constructive and clear feedback to teams, as I believe looking at our work candidly is the best way to improve it.

My industrious nature and passion to create mean I have a broad range of skills and experiences I can apply to problem solving as well as mentoring juniors. I've taken games from concepts and sketches to final marketing assets and trailers, giving me experience in a wide range of production methods.

## EXPERIENCE

July 2021 - Present

### Exient - Senior 3D/Generalist Artist

Senior Artist on *'Ultimate Sackboy'* released for Android/iOS. I worked on environment concepting & 3D creation, costumes for Sackboy, UI renders, and VFX for the in-game store. I was also tasked with optimising the production workflow in terms of person hours spent per environment as well as performance.

Leading artist on developing and testing new mobile IP's and rapid prototyping of game concepts. This involved working closely with marketing to produce creatives for market fit tests. This included both static and video ads for Instagram & Tiktok.

I was the primary artist for several rapid hyper-casual games, with the focus being on quality, fast-to-market games along with UA campaigns to test CPI. It was a fantastic opportunity, and I was heavily involved with the creation of UI, 3D/2D environments, character design, VFX, animations, and video production.

2017 – July 2021

### Mojeworks - Senior Generalist Artist & Team manager

Lead artist for globally released messaging games *'Mojibowling'* on iOS iMessage, *'Quest friends'* an RPG on facebook's instant games platform and the release of *'Ready, Chef, Go!'* for Snap games which has reached over 90M+ lifetime players; defining the stylistic direction for both environment, UI and marketing as well as creating content for further live op events.

Ran interviews and assessments for hiring artist to grow our art team of which I managed and mentored. Working with a range of different experience levels, conducting quarterly reviews and helping the artists to develop their skills to improve our games quality.

Coordinated with customer support & marketing to run UA testing and feedback rounds to help improve appeal & audience fit of our games helping to grow our player base through higher CTRs and improve both retention & revenue through tailoring content and IAPs to users.

Lead game prototyping rounds and early concepting for new game ideas & features, working closely with code and design to rapidly prove out ideas for both internal and external testing. Keeping development time down while making targeted improvements for players.

Work to create, develop and improve the asset pipeline, toolset and knowledge sharing across the company in order to improve our development speed.

2016

### Pixel Bomb Games - Environment Artist

Primary responsibilities included creation of generic assets and set pieces for dystopian streets of future Manchester using the Unreal Engine 4. Working closely with the design team to ensure the high mobility combat was never obstructed. Other tasks also included the level lighting, mesh/level optimization.

2014 - 2015

### Makielabs - Generalist Artist

At Makielab London I worked on two mobile releases (*Makie Fablab & Makie Fashion for iOS + Android*) dress up and tycoon games based on the companies brand of customizable figures. Additionally I worked on the 3D WebGL based doll customiser & website branding and marketing.

References available on request.