



# IAN STUBBINGTON

3D ENVIRONMENT ARTIST

15 YEARS LEAD EXPERIENCE  
MULTIPLE TEAM MANGEMENT  
OUTSOURCING MANAGEMENT

## PUBLISHED GAMES

Asphalt 9: Legends DLC (2019+)

Asphalt 9: Legends (2018)

Asphalt: Street Storm Racing (2017)

Asphalt Xtreme (2016)

Asphalt 8: Airborne DLC (2016-2020)

Asphalt 8: Airborne (2013)

DragonAge: DLC Awakenings (2010)

DragonAge: DLC Warden's Keep (2009)

DragonAge: DLC Stone Prisoner (2009)

DragonAge: Origins (2009)

Without Warning (2005)

Driver 3 (2004)

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## EXPERIENCE:

### Lead Environment Artist, 3D Environment Art Coordinator

*Gameloft Barcelona (Spain) 2012 - Present*

I started with Asphalt 8 as it went into full production, through launch and several of the DLC tracks. I continued with the franchise, including the Asphalt 9 and all current DLC tracks. Currently I manage 2 teams - one based locally, and 1 based in eastern europe - and with the remote working requirements, we have easily maintained the schedule.

*Awards won by title:*

*Asphalt 9: 2019 Webby Awards - Best Sports Game, Peoples Voice*

*Asphalt 9: 2019 Apple Design Awards, and is the only racing game to win this award*

### Lead Environment Artist - Climax Studios (UK) 2011 - 2012

I was employed as a lead on an undisclosed project that was cancelled. It was a 3rd person Unreal engine game.

### Lead Environment Artist - Bioware Edmonton (Canada) 2006 - 2010

I was employed by Bioware as a Senior Environment Artist for the Dragon Age project. Within 6 months, I had taken over the Lead Environment Art position working with a team of 18 artists and liaising with the outsource companies. As Lead, I was also responsible for scheduling the workload for the department, critiquing art, liaising with the leads of the other departments, bug triage and asset tracking through all the various stages of production.

*Awards won by Title:*

*Dragon Age Origins: Bafta 2010 Nominee*

*Dragon Age Origins: VGX 2009 - Best RPG, Best Game*

*Dragon Age Origins: Canadian Videogame Awards 2010 - Best Game*

### Senior Environment Artist - Circle Studio (UK) 2004 - 2006

I started with Circle at the very beginning of Without Warning, producing artwork and levels from concept drawings. I created the geometry for 5 levels in Without Warning. Once that project went to press, I moved into a more technical artist role for the Next Generation project to include evaluating next gen engines and creating geometry and textures for the next project

### Senior Environment Artist - Muckyfoot Productions (UK) 2002 - 2003

Like the Driver 3 project, I started out with Muckyfoot creating a large cityscape. The game (Punisher) was to a very different style to the Driver games and therefore the method for creating the city was also totally different. Unfortunately this project was cancelled after about 6 months, so I moved over to work on Muckyfoot's other project (Bullet Proof Monk). Again this was a totally different style of game and so the art creation methods changed. After the bulk of the artwork for BPM was completed I went on to produce some concept/demo artwork for Urban Chaos 2.

### Intermediate Environment Artist - Reflections Interactive (UK) 2000 - 2002

This project involved creating a massive city, complete with its road layout for Driver 3. During this project, I worked very closely with programmers as all the level editing software was developed in-house, and because of this it was constantly evolving. I had a team of 9 artists that worked directly with me (including 3 junior artists). I also created a percentage of the Max models and their textures that are being used in the game.

## OTHER INTERESTS:

*Pixel Art - currently based in Star Trek Universe*

*N Scale Train & Vehicle design for 3D resin printing*

*Charity Cosplayer with Star Wars Catalunya*