

# Craig Lewis - Curriculum Vitae

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## Contact & Personal Information

Born: 25/09/1989, England  
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## Education

West Cheshire College – 2006 - 2008  
BTEC National Diploma in Interactive Games Technologies      Distinction Distinction Distinction

Helsby High School – 2001 - 2006  
English Language      B  
English Literature      B  
Mathematics      A  
Media Studies      A  
Religious Studies      B  
Art and Design      A\*  
German      B  
Geography      C  
Science (Double Award)      BB

## Awards

Skills Challenge 2007  
Silver Award in Computer Games Design

## Work Experience

### **Traveller's Tales** – June 2008 – Present

Currently working as an Environment Artist. On Lego Indiana Jones 2, I was responsible for fully creating the artwork for levels from blockouts I was provided. This included making the majority of the textures and props within my levels, as well as lighting them.

### 3D Creation Studio / Jester Interactive Publishing – May - September 2007

I was responsible for modelling and texturing 3d props and objects in 3ds max/Photoshop for the sequel to TT SuperBikes: Real Road Racing (PS2). Then I'd export them ready to be used in-game. I also had to amend tracks, and also place props in them.

I also worked on several textures for Project Gotham Racing 4 whilst there.

### Classic Screen Manufacturing Ltd – 2005 - 2007

My main roles were graphic design and web design work.

## Game Modification Experience

### Eternal Damnation – [www.resurrection-studios.com](http://www.resurrection-studios.com)

Eternal Damnation is a zombie mod for Postal 2. It was published as part of 'Postal Fudge Pack' and more recently 'Postal 10th Anniversary Edition' – both available from Running with Scissors.

My role on the project was lead texture artist. I was responsible for most of the games new textures, and also the modelling of various props and several weapons.

## References

References available upon request.