

# Neal Petty

## Concept Artist

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D.o.B 11 June 1968

5 Ferringham Way  
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### Skills

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I specialize in all areas of 2D and 3D pre-production for animated feature films, television and game experiences. With more than 25 years experience in the international industry I can offer a wealth of expertise from initial brainstorming right through to production on any scale or type of project:

Set Design  
Prop Design  
Visual Development  
Graphics, User Interface Design  
Pitch Document Creation  
Workbook  
3D / 2D Layout

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### Software

Autodesk Maya  
Photoshop  
After Effects  
SketchUp  
Blender  
Unreal Engine  
Gravity Sketch

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### Recent Experience

Animated Feature Films

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**Visual Development Artist / Red Knuckles Studios / Magic Light Pictures.**

DEC 2022 - MAR 2023, REMOTE

Undisclosed project - short animated sequence within live-action film.  
Released through Apple TV+

**Creative Lead / Two Daughters Entertainment Ltd, UK.**

JAN 2020 - AUG 2022, REMOTE

The Land of Sometimes - CGI Feature (in development)  
A Christmas Twist - CGI Feature (in development)

**Set Designer / Mikros Animation, Canada.**

AUG 2019, REMOTE

Paw Patrol - The Movie.

**Creative Lead and Previz artist / East International Pictures Group (EIPG) China.**

2018 -2019, REMOTE and China

The First Superhero Monkey King CGI Feature

**Set Designer / August Street Films / Paramount Animation, UK.**

2016 - 2017, London

Sherlock Gnomes - Animated Feature Film.

**Set Designer / Illumination Mac Guff, France.**

2013 -2014, Paris, France

The Secret Life of Pets CGI Feature Film.

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**Recent Experience**

Animated TV Films  
and Series

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**Artistic Consultant / Warnick Studios, Hyderabad, India.**

FEB - AUG 2023, REMOTE

Undisclosed internal project. TV series.

**3D Layout Artist / Nexus Studios, UK.**

MAR 2023, REMOTE

Hanno - Promo Ident for Meta - starring Koi Leray.

**Visual Development Artist / Lighthouse Studios, Kilkenny, Ireland.**

FEB - MAR 2023, REMOTE

Undisclosed internal project. TV series.

**Lead Creative / Two Daughters Entertainment Limited, UK.**

2019 - 2022, REMOTE

Moley TV Series and Roblox Experience.

**Concept Artist and Visual Development Artist / Lupus Films LTD, UK.**

MAY 2022 - SEPT 2022, REMOTE

Undisclosed TV Series Pitch.

**2D Layout Artist / NoneMore Productions Limited, UK.**

MAY - JUNE 2021, REMOTE

The Boy, The Mole, The Fox and The Horse. TV Special for BBC.

**Design Consultant / Triggerfish Animation, Africa.**

FEB 2020, REMOTE

Mama K's Team 4 Animated TV Series.

**Concept Artist and 3D Layout Artist / The Line Animation, UK.**

JUN 2019 - JUL 2019, LONDON

Giants by True Damage - League of Legends Promo. Adapting 2D concept art into 3D environments.

## Games Experience

Concept artist

### **Concept Artist** / Kuju Entertainment, London

2006 Remote

Knight Wars (Nintendo Wii) Games

### **Lead Creative** / Qube Software, London

1999 - 2003 Full time

Technomancer

Lego Builder

Jurassica

Hell's Deep Games

III Met In Lankhmar Games

### **World Designer** / Andrew Spencer Studios

1998 Fulltime

Location Design Estatica 2 Games

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## Education

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### **Northbrook College** / Higher National Diploma; Art & Design

1986 - 1988, Worthing, West Sussex

Passed with Distinction

### **Boundstone College and Sixth Form** / A level

1980 - 1985, Lancing, West Sussex