

curriculum vitae

Name	David Swift
Nationality	British
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Email	david@swift-art.net
Website	www.swift-art.net
Occupation	Senior Matte Painter
Professional experience	
September 2017 - April 2018	Bait Studio; London, UK - Matte painter & Concepts Matte painting: The Apostle Tools used: Photoshop
October 2016 - May 2017	The Senate; Twickenham, UK - Senior matte painter Matte painting: Kingsman 2 - The Golden Circle Mute Tools used: Photoshop
June 2016 - August 2016	Framestore; London, UK - Senior matte painter Matte painting: Mars - a series for National Geographic Tools used: Photoshop
January 2016 - June 2016	ArabTeleMedia, Amman, Jordan - Matte painter Matte painting: Malik Bin Al Rayb Tools used: Photoshop
July 2014 - November 2015	Milk VFX, London, UK - Matte painter Matte painting: Dr. Who (series 9, episode 11) Beowulf (series 1, episodes 1,3,4,5,6,7,11 & 12) + concepts for undisclosed project Tools used: Photoshop
April 2015 - May 2015	MPC Commercials, London, UK - Concept Artist Character & Environment concepts for the 2015 John Lewis Christmas TV commercial





September 2014 - February 2015

NVizable; London, UK - Senior matte painter

Matte painting:

Halo
Legend
Absolutely Anything

Tools used: Photoshop

May 2014 - September 2014

Prime Focus; London, UK - Senior matte painter

Matte painting:

Kingsman - The Secret Service

Tools used: Photoshop

June 2013 - October 2013

Double Negative; London, UK - Senior matte painter

Matte painting:

Thor - The Dark World

Tools used: Photoshop, Nuke

March 2013 - May 2013

Cinesite; London, UK - Senior matte painter

Concept matte painting:

Black Skies

Matte painting:

Jack Ryan
300 - Rise of an Empire

Tools used: Photoshop, Nuke

October 2012 - February 2013

Pixomondo; London, UK - Senior matte painter

Matte painting:

Star Trek - Into Darkness
Game of Thrones - Season 3

Tools used: Photoshop, Nuke

April 2012 - October 2012

Framestore; London, UK - Senior matte painter

Matte painting:

47 Ronin

Tools used: Photoshop,



September 2009 - April 2012

Cinesite; London, UK - Senior matte painter

Character/Effects concepts:

Bond -Skyfall
The Chronicles of Narnia - The Voyage of the Dawn Treader
Marmaduke
Paddington Bear

Concept matte painting:

Clash of the Titans
John Carter

Matte painting:

World War Z
X Men - First Class
John Carter
The Chronicles of Narnia - The Voyage of the Dawn Treader
World Invasion: Battle Los Angeles
Harry Potter and the Deathly Hallows: Part I
Clash of the Titans
Leap Year
Prince of Persia - The Sands of Time
Pollen

Tools used: Photoshop, Nuke, Maya



February 2008 - September 2009

Framestore; London, UK - Senior matte painter

Concept artist & Lead Matte Painter:
Australia

Matte painting:

Prince of Persia - The Sands of Time
Sherlock Holmes
Where the Wild Things Are
Bond - Quantum of Solace
Batman - The Dark Knight
Wanted

Textures:

Avatar
Where the Wild Things Are

Tools used: Photoshop, Maya, Body Paint

May 2008 - June 2008

Framestore CFC; New York - Senior matte painter

Matte paintings for TimeWarner - "Smallworld" commercial:
<http://www.youtube.com/watch?v=ryyaEVfmfgk>

Tools used: Photoshop, Maya, Body Paint

March 2004 - November 2007

MPC; London, UK - Matte painter

Matte painting:

The Kingdom of Heaven
Harry Potter - Goblet of Fire
(DMPs of Hogwarts and maze sequences)
Sunshine (all "into the sun" DMPs shown in film)
Poseidon
Elisabeth - The Golden Age
Sweeney Todd - The Demon Barber of Fleet Street
Made of Honor
The Other Boleyn Girl
& various commercials
Textures:
Alexander
Poseidon
Sweeney Todd

Tools used: Photoshop, Maya, Body Paint

May 2002 - December 2004

Weta Digital, Wellington, New Zealand - Texture Artist

Senior 2D artist:
Lord of the Rings, Two Towers.
Texture painting:
Lord of the Rings, Return of the King.

Tools used: Photoshop, Studio Paint

July 2001 - July 2001

Starlab NV/SA, Brussels, Belgium - Designer/Illustrator

<http://en.wikipedia.org/wiki/Starlab>

Illustrations for a project proposal made to a consortium
of toy manufacturers

Tools used: Photoshop & a pencil.

1999 - 2001

H5B5 Media, Munich, Germany - Matte Painter

Matte Painting:
Ice Planet
Welt der Wunder

Tools used: Photoshop, After Effects



1996 - 1999

LEGO A/S, SPU Darwin, Billund, Denmark

Texture Artist for "Smartscene"
(Realtime virtual LEGO village created for Siggraph '96 - New Orleans).

Concept artist & Interface designer on LEGO "Mindstorms" software
- for the first programmable plastic brick robot set.

In house illustration.

Shorthand interpretation & visualisation sketches for LEGO "Mindstorms" software.

Tools used: Photoshop, Alias!Wavefront

1995 - 1996

Revolution Software, York, UK

Background painting for "Broken Sword" ("Circle of Blood" in US)
on Playstation.

Company "Revolution" calligraphic logo design.
<http://revolution.co.uk/>

Tools used: Photoshop

1994 - 1995

Amblimation, London, UK

Ink & Paint artist on animated feature, "Balto".

Tools used: Toonz on SGI

2006 - Present

swift-art.net

My own company - Set up to provide matte painting, illustration and graphic services.
(www.swift-art.net)

Some projects amongst several:

Matte painting for BBC series 'Dr. Who' (for Virtual Mattes)

Matte painting for series 'Mankind: Story of All of Us' (for Virtual Mattes)

Matte painting for series 'Spartacus'

Matte painting for film 'Ironclad' (for Virtual Mattes)

Matte paintings for the BBC's 'Lost Cities of the Ancients' -
The Cursed Valley of the Pyramids' episode.(for Clarke Associates)

Matte painting for 'Sometimes the Moon is Velvet', a short
film by Tom Phillips: <http://www.youtube.com/watch?v=9YdMniopIYQ>

Extensive scientific book illustrations of beetles for Ciasognathinae of the Andes'
<http://www.taitapublishers.cz/the-chiasognathinae-of-the-andes/?id=22>

Matte painting for "War Machine", a short film by Lee Sullivan.

Background Colourist for 'Broken Sword - the Serpent's Curse Adventure'

New background screens on updated version of
Broken Sword - Shadow of the Templars - The Director's Cut', for Wii platform,
(originally released for Playstation in '96). <http://revolution.co.uk/>

Education

Artwork for Dom Lambert Creative <http://domlambertcreative.com>

1989 - 1992

Ravensbourne College of Design and Communication.
BA (hons) Graphic Design

January - August 1991

Ecole Nationale Supérieure de Création Industrielle (Ensci)
Erasmus Scheme exchange to the Paris Industrial design school

1988 - 1989

Loughborough College of Art
Foundation in art with a hard emphasis on drawing.

Rawlins school, Loughborough.
A Levels in Art, French & Psychology
"Foreign Languages at Work Scheme": French
(Sponsored by London Chamber of Commerce & Industry)

Referees

Danny Boyle - film director

(Sunshine, Slumdog Millionaire etc.) email address provided upon request

Tom Wood - vfx supervisor

(Sunshine, Kingdom of Heaven, Prince of Persia etc.)

tom.wood@mac.com

Julian Gnass - Compositing Supervisor at Double Negative

julianfx@gmail.com

