

# curriculum vitae

Name	David Swift
Nationality	British
Address	4 Cairn Avenue, Ealing, London W5 5HX
Fixed Line	020 8354 9340
Mobile	0797 105 8042
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

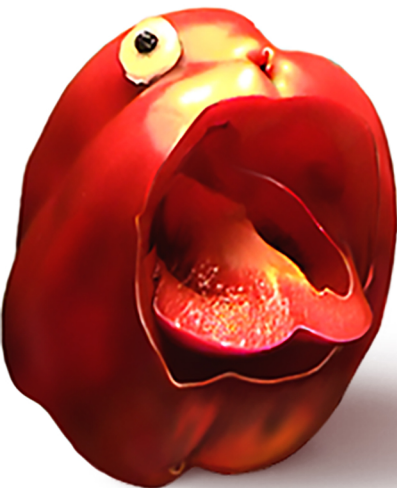
Matte painting:  
Dr. Who (series 9, episode 11)  
Beowulf (series 1, episodes 1,3,4,5,6,7,11 & 12)  
+ concepts for undisclosed project

**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

May 2014 - September 2014

June 2013 - October 2013

March 2013 - May 2013

October 2012 - February 2013

April 2012 - October 2012

September 2009 - April 2012



**NVizible; London, UK** - Senior matte painter

Matte painting:

Halo

Legend

Absolutely Anything

**Tools used:** Photoshop

**Prime Focus; London, UK** - Senior matte painter

Matte painting:

Kingsman - The Secret Service

**Tools used:** Photoshop

**Double Negative; London, UK** - Senior matte painter

Matte painting:

Thor - The Dark World

**Tools used:** Photoshop, Nuke

**Cinesite; London, UK** - Senior matte painter

Concept matte painting:

Black Skies

Matte painting:

Jack Ryan

300 - Rise of an Empire

**Tools used:** Photoshop, Nuke

**Pixomondo; London, UK** - Senior matte painter

Matte painting:

Star Trek - Into Darkness

Game of Thrones - Season 3

**Tools used:** Photoshop, Nuke

**Framestore; London, UK** - Senior matte painter

Matte painting:

47 Ronin

**Tools used:** Photoshop,

**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=ryyaEVfmgk>

**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 "Smartscape"  
(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](http://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/>

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

#### Education

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

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

1988 - 1989

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

