

# ANGUS WEMYSS SYME

CREATIVE / NARRATIVE LEAD



## PROFILE

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Canada

I'm a highly qualified and experienced Creative Lead with a strong focus on game development, specializing in character development and world design. Over a twenty-five-year career, I have contributed to the creation of five AAA games, working on PC, X-Box and mobile on both brand IPs and original properties. I'm currently half way through my first novel and am told I run a mean game of DnD.

## SKILLS

- Story Development
- Writing and Editing
- Graphic Design for Games
- Character and World Design
- Concept Art
- 3D Modeling and Texturing
- Art Direction
- Unreal and Unity

## EXPERIENCE

### CREATIVE LEAD

**Emerald City Games** - Vancouver BC 2013 - Present

- **Vikings: Valhalla** | Mobile, Netflix | Story and Narration
- **Star Trek: Legends** | Mobile - Apple Arcade | Story, Quest Design and Narration
- Announced | **Bubblegum** | 3D Beat 'em up & Platformer | Console | Background, Dialogue, Story and Art Style
- **Unannounced** | Survival-Horror | PC | Story, Design and Concept
- **Lionheart: Dark Moon** | Mobile | Concept Art, Backstory, World design and Dialogue

### SENIOR 3D ARTIST

**Lionhead Studios (Microsoft Games)** 2004 - 2012

- **Fable: The Journey** | X-Box | Environmental Art and Vehicle design
- **Fable 3** | X-Box and PC | Character Design, Modelling and Texturing
- **Fable 2** | X-Box and PC | Character Design. Modelling and Texturing
- **Black and White 2** | PC | - Modelling and Graphic Design for Promotional Material

### ARTIST

**Big Blue Box** 2001-2004

- **Fable 1** | X-Box and PC | Concept Art, Character Design, Modelling and texturing. Development of world history, backstories, and personalities for most heroes and major villains in the game.

## EDUCATION

**BACHELOR OF MEDIEVAL AND  
ANCIENT HISTORY**

Edinburgh University

1989-1991

## REFERENCES

Available on request