

# MEL CUMMINGS

## CONCEPT ARTIST

e. [mel@artofmel.com](mailto:mel@artofmel.com)

w. [artofmel.com](http://artofmel.com)

t. (+44) 07731086445

a. [artstation.com/melc](http://artstation.com/melc)

l. [linkedin.com/in/mel-c-2434b660/](https://www.linkedin.com/in/mel-c-2434b660/)

### / PERSONAL STATEMENT

An inquisitive and dynamic concept artist with experience designing across a range of industries. I hold a range of highly developed design skills in 2D and 3D which have supported concepts progressing to production. Strengths include creative problem solving skills for vehicles, props and hard surface concepts. Having recently worked on a Marvel TV show, I am aiming to continue delivering high quality creative content as a concept artist in TV and film.

### / CAREER SUMMARY

**2023 RETRO DRIVE 2 - CONCEPT ARTIST.** Retro Drive Studios

**2022 BATTLEFIELD MOBILE - CONCEPT ARTIST.** Gadget-Bot Productions / Industrial Toys / EA

- Using 2D and 3D methods to create high end realistic 3D and 2D concept art
- Problem solving throughout the concept design process from thumbnails to final design
- Creating presentation sheets for each design stage

**APEX LEGENDS - CONCEPT ARTIST.** Gadget-Bot Productions / Respawn Entertainment

- Modelling and lighting assets using Blender

**PUB G - CONCEPT ARTIST.** Gadget-Bot Productions / Tencent Games

- Creating weapon and vehicle designs based on abstract themes

**2021 SECRET INVASION - CONCEPT ARTIST (SET DECORATION).** Marvel Studios

- Concepting set decorations, vehicle weapons and action props
- Using traditional, digital and 3D software to create high polished concept art
- Drafted detailed technical drawings of weapons and props used by the prop makers

**2020 HONOR & DUTY: STEAMPUNK (IN DEVELOPMENT) - CONCEPT ARTIST.** Strange Game Studios

**2019 UNANNOUNCED GAME TITLE (IN DEVELOPMENT) - CONCEPT ARTIST.** Inverse Studios

**2019 VEHICLE VISUALISATION.** OKC Fab

**2019 FAST & FURIOUS TAKEDOWN (UNCREDITED) - CONCEPT ARTIST.** SMG Studio

**2018 ARGO NAVIS - CONCEPT ARTIST.** Star Formation Inc

**2017 STAR SOD - CONCEPT ARTIST.** Mass Games

**2016 LEGO STAR WARS: FORCE AWAKENS - QA TESTER.** TT Games

**2016 LEGO MARVEL AVENGERS - VISUAL EFFECTS ASSISTANT.** TT Games

**2015 LEGO DIMENSIONS - QA TESTER.** TT Games

### / EDUCATION

**2009-2013 COVENTRY UNIVERSITY, UNITED KINGDOM**

MDes (Hons) Transport Design

### / KEY SKILLS SOFTWARE

- Using traditional, digital and 3D modelling techniques
- Creative problem solving and design iteration
- Strong understanding of colour, light and perspective
- Technical and aesthetic breakdowns of concepts
- Excellent verbal and written communication skills
- Adobe Photoshop
- Blender
- Adobe InDesign
- Adobe Lightroom

### / ADDITIONAL INFORMATION

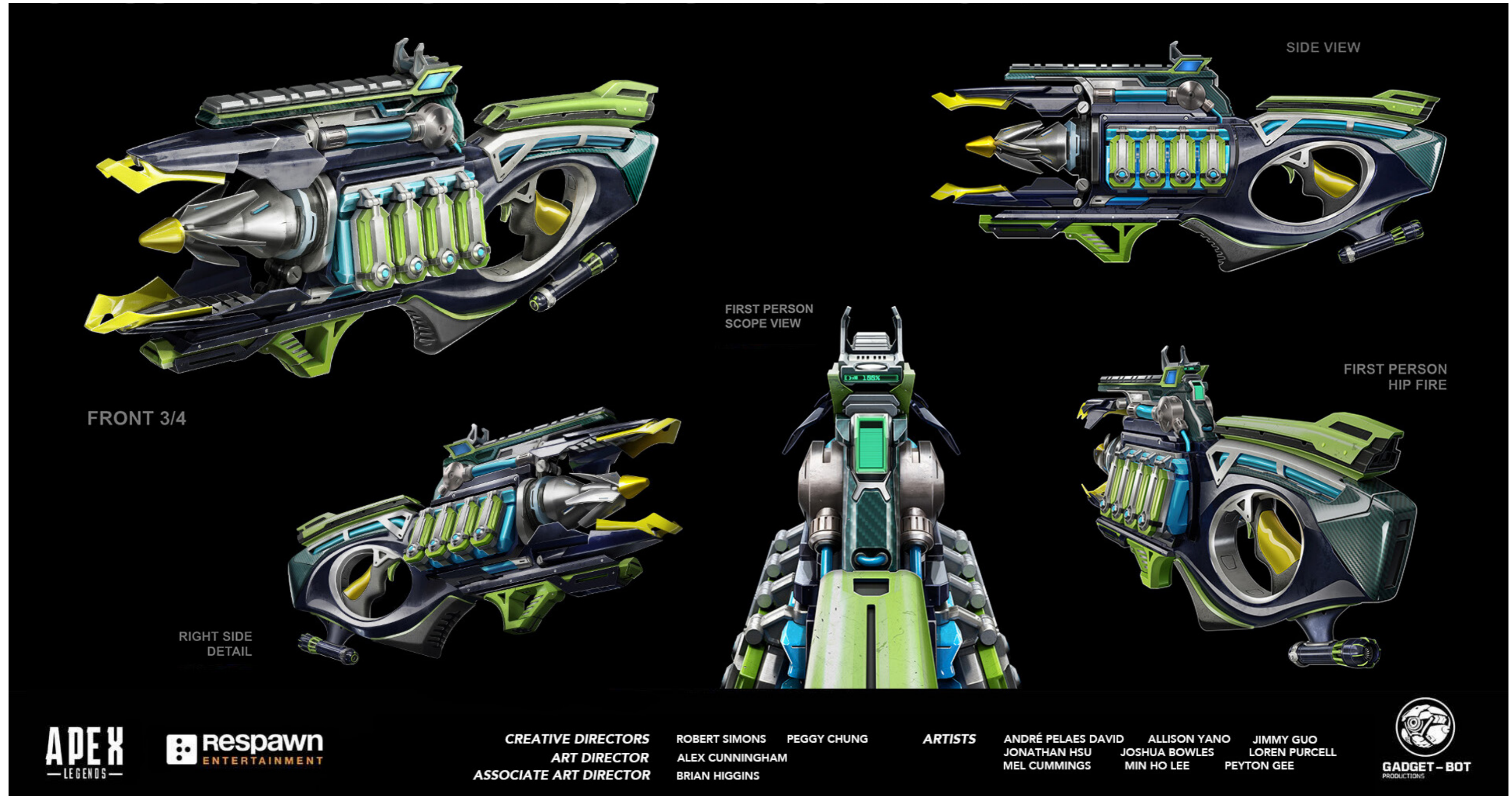
- Throughout the year, I participate in workshops, talks and demonstrations to educate, encourage and empower aspiring concept artists and game design students from under represented backgrounds. I am also a visiting lecturer at Leeds Arts University and a mentor through various organisations.
- I adore apple crumble, podcasts on food, calisthenics and exploring lesser known parts of the world.

# Apex Legends (Season 16)

FINAL CONCEPT

2022 | Gadget-Bot Productions / Respawn Entertainment

The brief for this weapon was to create a legendary tier design for a charge rifle. I joined this task at the 3D stage where I assisted in modelling the weapon and creating materials for the various components.



# MARVEL SECRET INVASION

FINAL DESIGNS

2021 | Marvel Studios, Disney+

Working as a concept artist in the set dec department, I conceptualized action props, vehicles and set decoration for episodes 1-6 of the show. I used 2D and 3D conceptualizing changes quickly.



MARVEL STUDIOS  
SECRET  
INVASION



MARVEL STUDIOS  
SECRET  
INVASION



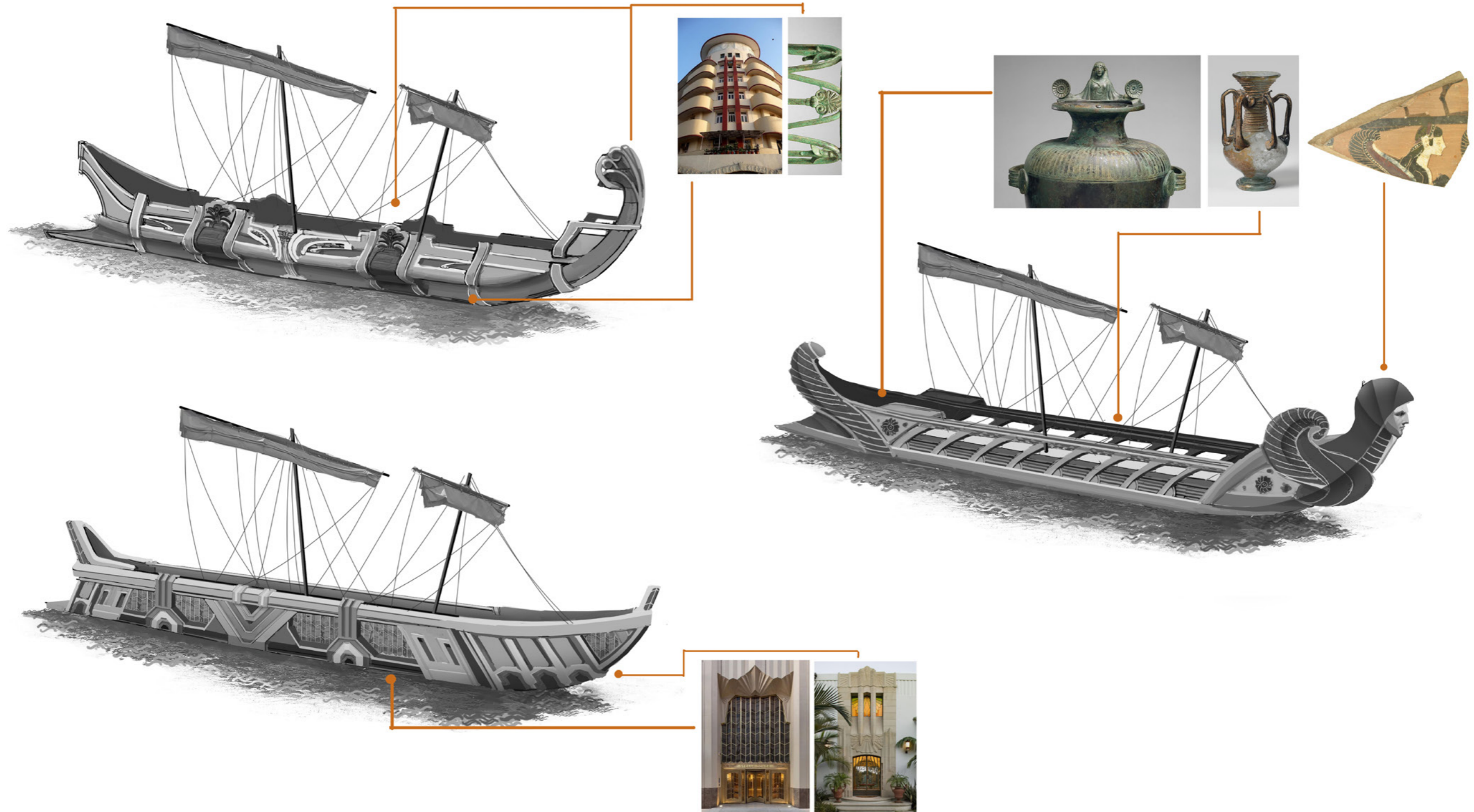
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# Jason and the Argonauts

ARGO BOAT DESIGN DEVELOPMENT  
2023 | Personal Project

Tasked with designing a pistol from salvaged machined parts, I completed the design process using both 2D and 3D techniques. The final model was built and lit in Blender with post processing completed in Photoshop.



## RETRO DRIVE 2

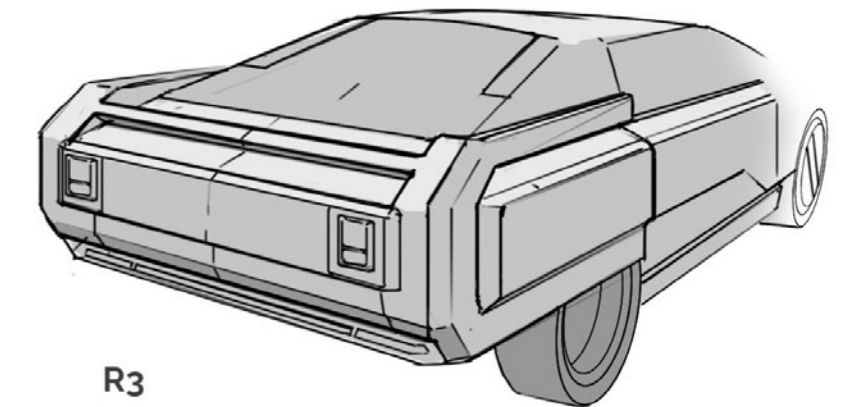
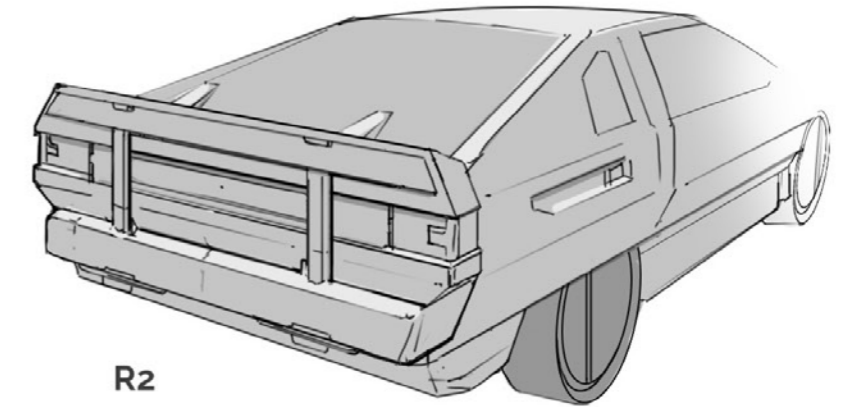
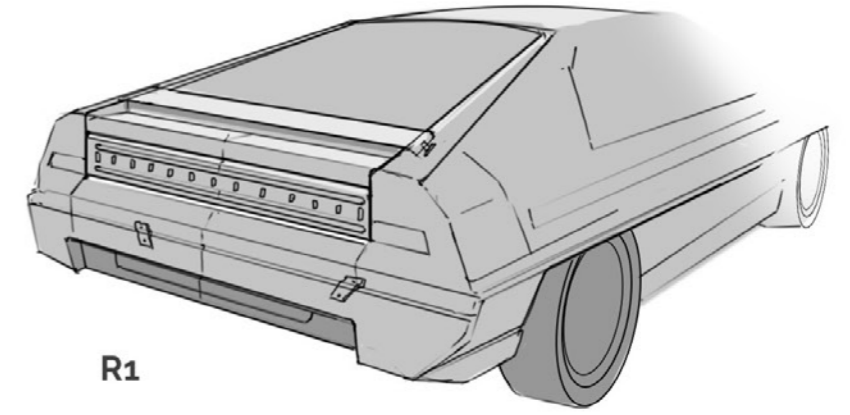
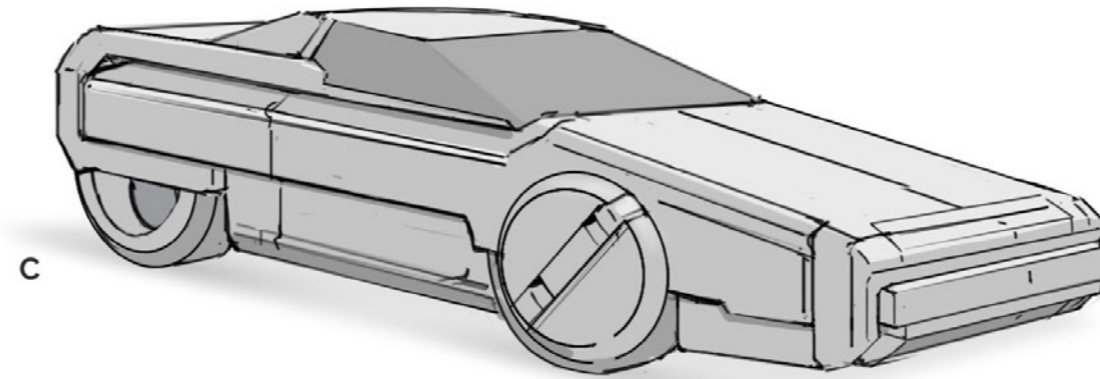
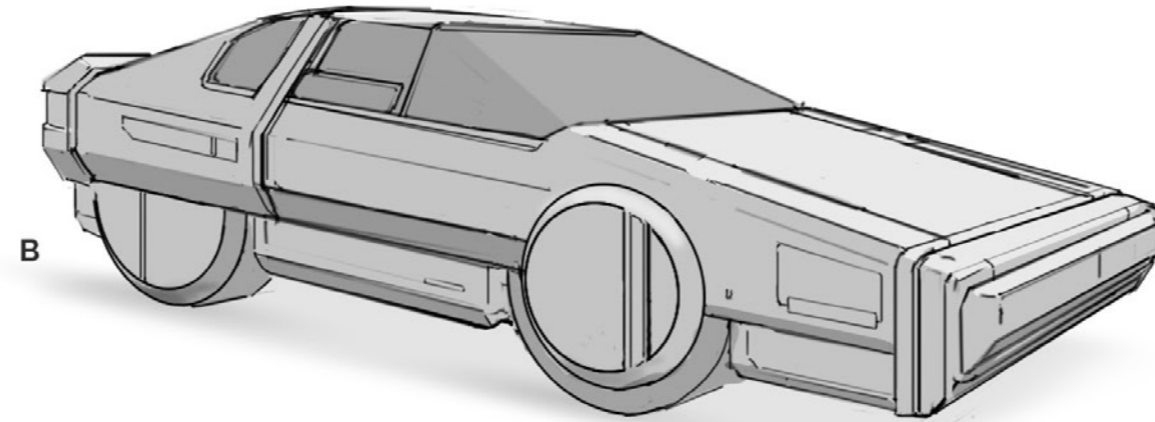
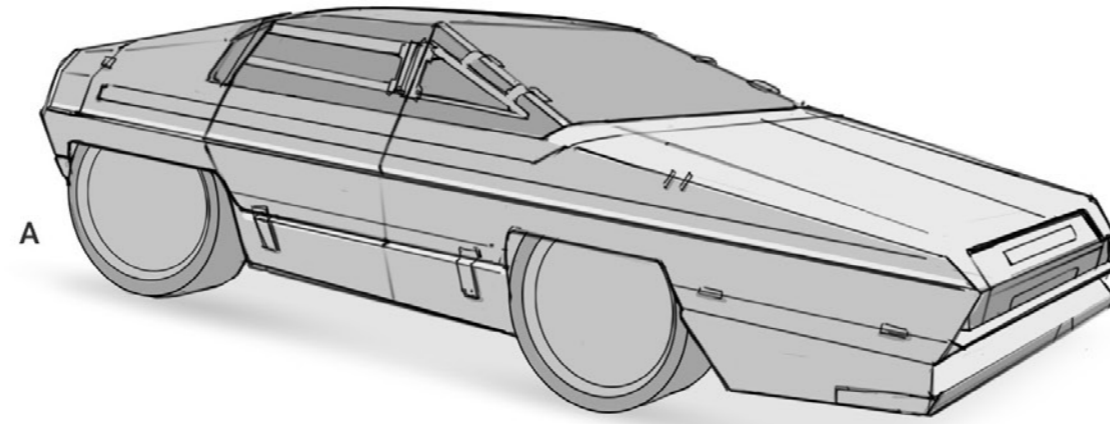
FINAL DESIGN - DYSTOPIA  
2023 | Retro Drive Studios

Retro Drive Studio needed vehicle concepts that represented a near dystopian future and past set in the 1980's. The dystopian vehicle needed to be minimalistic in design and have visible panels.



**RETRODRIVESTUDIO**

**DYSTOPIA VEHICLE FINAL**  
RETRO DRIVE 2



# City of Dominion: Barrier

FINAL DESIGN  
2020 | Personal Project

Designs for a reinforced barrier were created to communicate the oppressive security state of a fictional city. I chose to focus on large shapes and incorporate some technology to hint at the society's advancement into the near future.



REINFORCED RAILING  
Adjustable height

MAIN LIGHT  
High intensity for use mostly in low light



CAUTION LIGHT  
Flashes repeatedly warning from the approach

PROJECTED NEON LIGHTING  
Warning message can be changed based on situation



CITY OF  
DOMINION

# City of Dominion: ID Scanner

FINAL DESIGN  
2020 | Personal Project

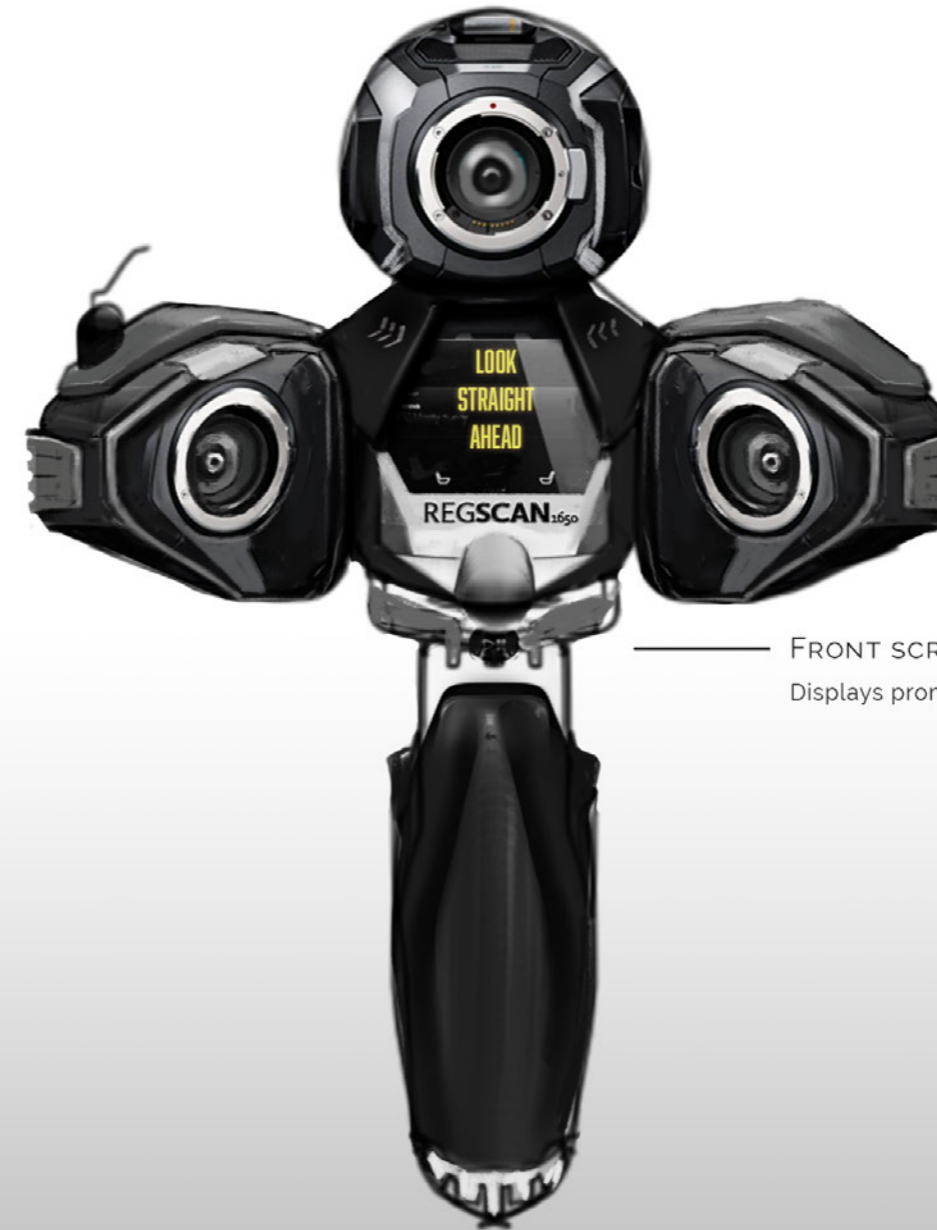
Following the theme of oppressive security within a city, the ID scanners would be used in conjunction with the gate and on security patrol. Having the cameras in an enclosed shape was to convey a feeling of intimidation.

SCREEN DISPLAYING STATUS  
ID Photo, Zone, Tier

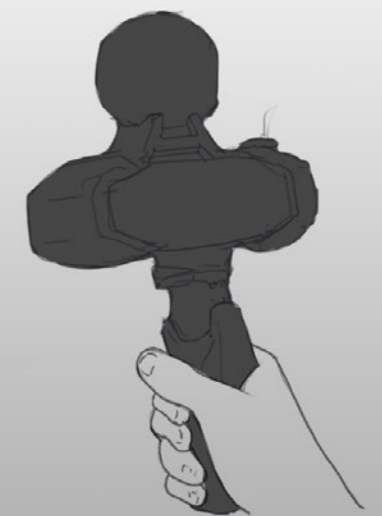


SINGLE GRIP HANDLE  
Can be held with either hand

TRIPLE CAMERA  
Allows for full facial scanning



FRONT SCREEN  
Displays prompts to person being scanned



CITY OF  
DOMINION

# Mythological Mechanical Eye

FINAL DESIGN

2020 | Inverse Games | Unannounced Title

Concept art was needed for establishing the mood and aesthetic of a new IP. Based on Norse Mythology, these designs had to communicate a story telling aspect to the prop as well as an interactive element.

FRONT



BACK



Rune text follows circumference of the winding panel and glow based on which sister state is active. Clock winding key used to wind up the mechanical eye.



<R̥R̥R̥ R̥K̥H̥M̥S̥I̥S̥ F̥T̥R̥R̥E̥R̥S̥

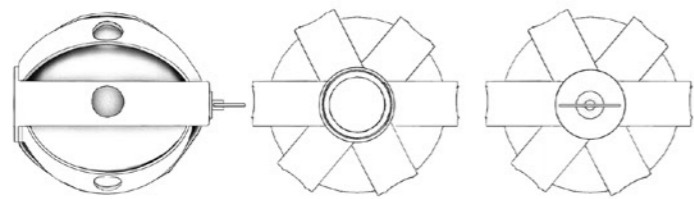
Celtic pattern used on rings. Runes for sisters names glow/light up depending on the state. Side holes on the rings align up in the final state to emit a bright light.



Celestial globe texture used for the main ball. Some of the runes glow orange/yellow. Segmented gaps on the ball glow the same colour as the runes.



Rings spin individually eg. gyroscope reference. Rings align to form a flat ring in their most powerful final state



ORTHOGRAPHICS

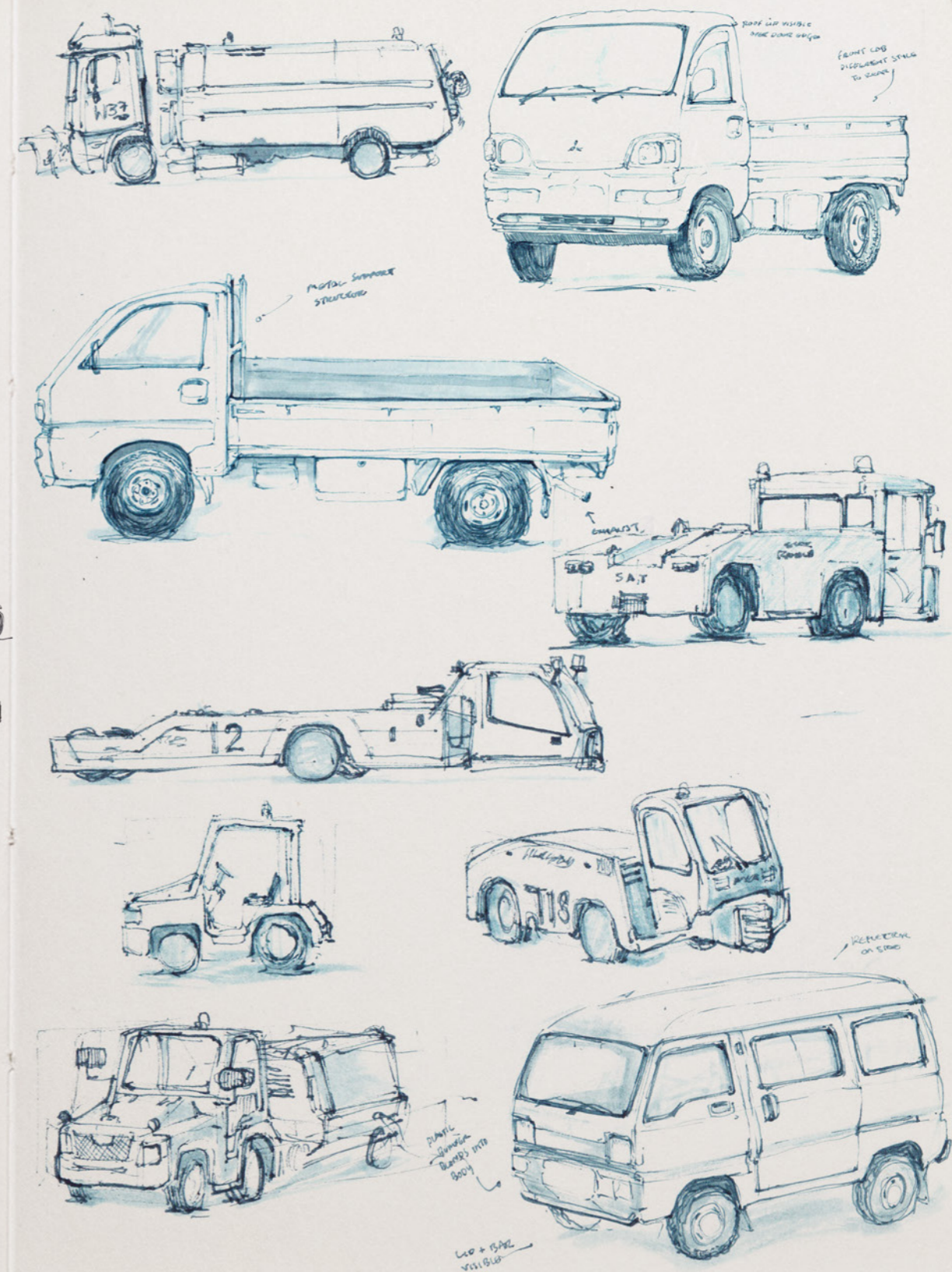


ALTERNATIVE DESIGN

# Sketchbook

STUDIES  
2020 | Personal Project

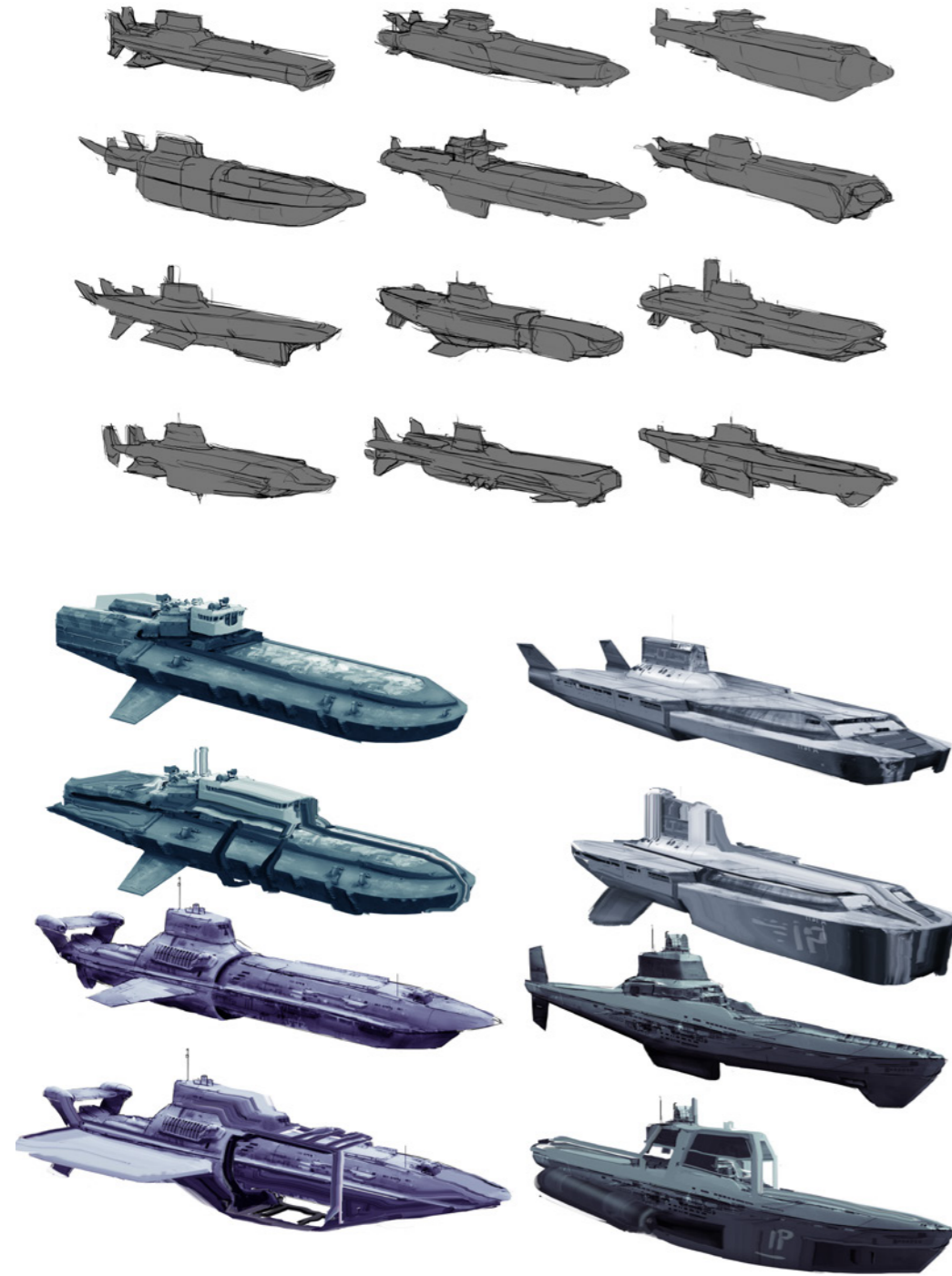
Studies based vehicles and props were completed as research for client projects and artistic growth.



# Spacecraft Concepts

DESIGN DEVELOPMENT  
2019 | Personal Project

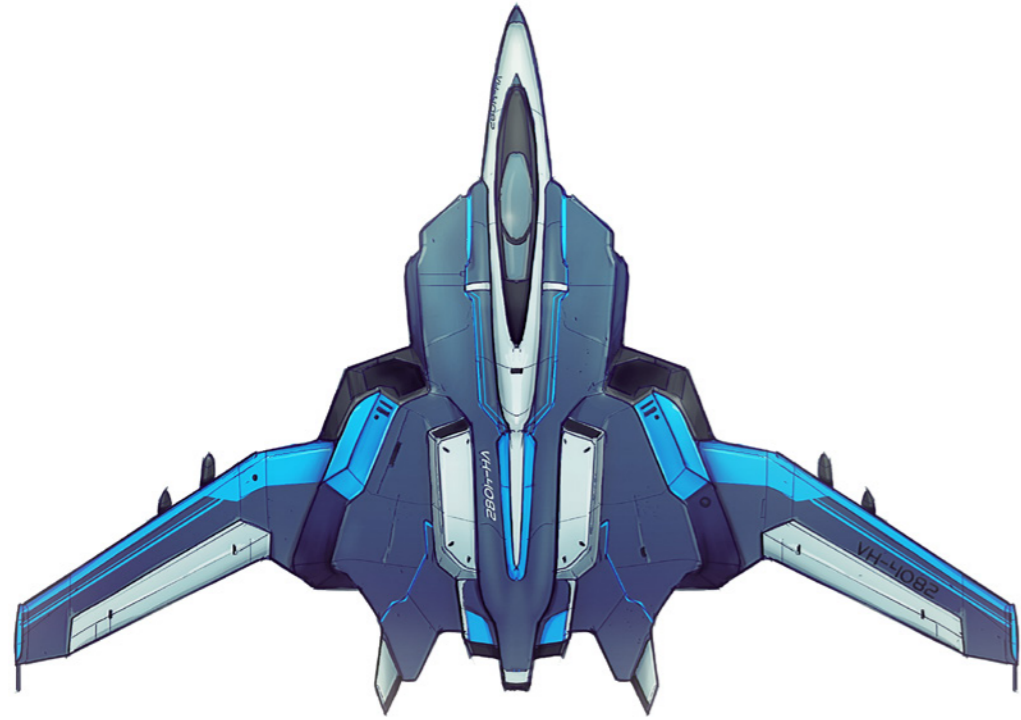
Wanting to experiment with spacecraft based on naval vessels, these concepts combined forms from submarines, jets and aircraft carriers. I wanted to keep the design long with a rear area of detail to emphasise its size.



# Vehicle Concepts

DESIGN DEVELOPMENT & FINAL DESIGN  
2019 | Personal Project

The variety of vehicle designs here cover different functions and environments. This allowed me to play with the use of shapes that hint at the area of use.



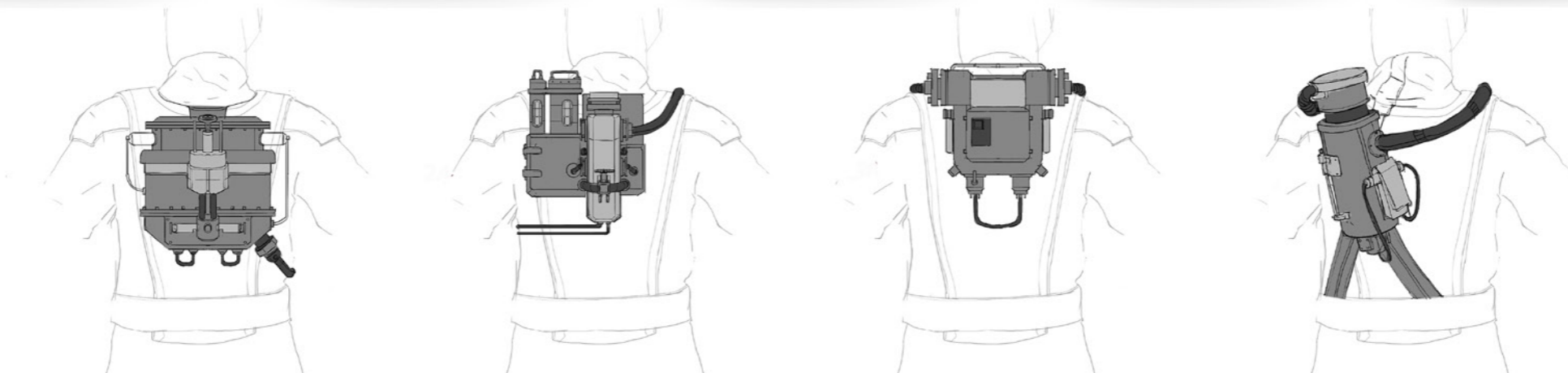


# Steampunk Soldier Design

FINAL DESIGN DEVELOPMENT

2019 | Strange Games Studios | Honor and Duty: Steampunk

Needing an enemy soldier design for Honor & Duty Steampunk, I was tasked with exploring designs influenced by WW2 and 1940's military gear. The respirator was an indication of the characters' status as a visitor to earth.



# Wastelands

FINAL DESIGN  
2018-2019 | Personal Project

As a part of a personal project to delve into societies living in a chaotic wasteland, I created a series of vehicles and props representative of various factions. Each prop added to a wider story representing abandonment and destruction.



Wastelands: Weapon Upgrade Bench  
FINAL DESIGN



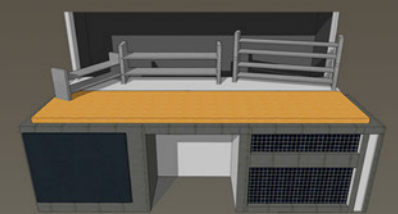
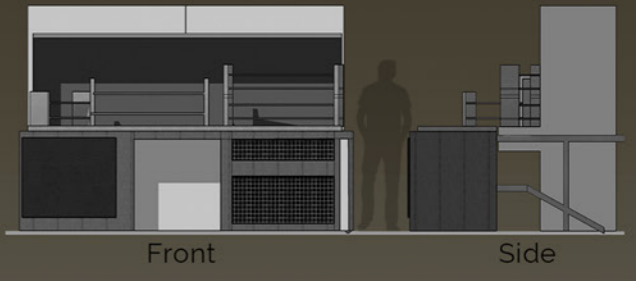
3 tubed lamps  
(fluorescent)

Metal storage  
shelving

Front mounted  
tools and bags

Metal support railing

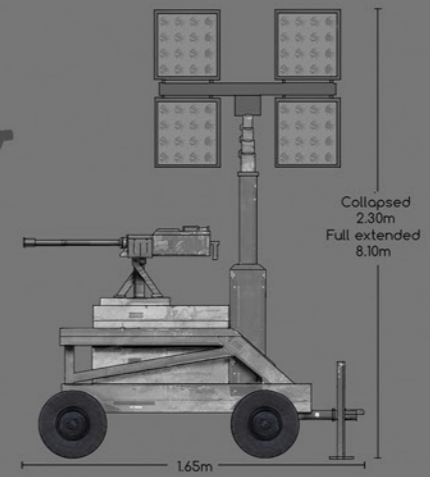
Storage cage  
made with metal



DEFAULT MODEL (LIGHTS ON)



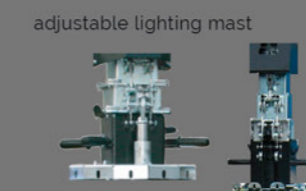
FENCE (PASSIVE)



FENCE (ACTIVE)



<b>DEFAULT</b>	<b>RUSTED</b>	<b>GRAFFITIED</b>	<b>FENCE</b>		
			<b>CORRUGATED METALS</b>	<b>WOOD PANELS</b>	<b>CHAIN LINK</b>
	<b>DENTED</b>	<b>ENVIRONMENTAL DAMAGE</b>			
			<b>SENSOR (X2)</b>	<b>LARGE HINGE</b>	<b>METAL SUPPORT BEAMS</b>



**Wastelands: Merchant Cart**  
 DESIGN DEVELOPMENT & FINAL DESIGN

- Cargo:  
 - weapons  
 - fuel  
 - food  
 - electricals  
 - armour  
 - luggage

