

## HIGHLIGHTS OF QUALIFICATIONS

- Expert with 3d Studio Max, Maya: modeling texturing and lighting
- Proficient with acrylics, gouache, oils, watercolors and markers. Charcoal pen & ink and pencil.
- A complete understanding of perspective and color theory in relation to realistic representations of scenes and characters
- Ability to sculpt full-body believably proportioned characters and objects
- Advanced drawing and painting skills in both digital and traditional media
- All aspects of 2D art---painting, drawing, hardware, organic, costume, figure, environment and architectural design.
- Ability to render with traditional and computer tools
- Highly organized with the ability to manage multiple projects and meet critical deadlines

## PROFESSIONAL EXPERIENCE (partial list)

### **Totally Games 2009/2010**

#### ***Project Artist***

#### ***iPhone Game***

Responsible for the entire art in the game

- Interface screens
- Icons
- Background Screens (combination of 3d and traditional paintings where needed)
- Liaising with game developers and industry professionals

### **Totally Games 2009**

#### ***Project Artist***

#### ***Nickelodeon Project***

- Interface screens
- Icons
- Background Screens (combination of 3d and traditional paintings where needed)
- Liaising with game developers and industry professionals

### **Totally Games 2003**

#### ***Matte Artist***

#### ***Disney World Project Abominable Snowman ride***

- 10 Matte Paintings

### **Totally Games 1999-2001**

#### ***Art Director***

#### ***Xbox Title Archipelago***

Responsible for the entire art department – hiring, firing, assigning projects,

- Responsible for hiring and training the art department personnel
- Creative oversight on all projects within the company
- Texture artist for project
- Liaising with game developers and industry professionals
- Final 3D textures and 3D modeling

### **Totally Games 1996-2004**

#### ***Lead Artist***

***Star Trek Flight Simulator, Bridge Commander, El Dorado, Star Wars Balance of Power, Star Wars Collector Series, Star Wars X-Wing Alliance, Secret Weapons over Normandy***

- Responsible for conceptual designs

- Create interfaces
- Paint background art
- Special effects animation
- Character animation
- Storyboarding
- Final 3D textures and 3D modeling
- Created splash screens

### **Orbital Studio**

**Art Director & Lead Artist – *Forced Alliance* 1995-96**

**Responsible for hiring and training the art department personnel**

- Responsible for all art-related decisions - storyboards, concept art, clay sculptures, 3D modeling, texturing, animation and matte paintings

### **Elliott Portwood Productions 1993-95**

**Lead Artist**

***When Knighthood Was In Flower, Challenger, Widget Workshop, Mysterious Island***

- Storyboards
- Concept art
- Visual design
- Background art
- Color cycling
- Development art
- Object art
- Character designs
- Interface design

### **Alexandria Games 1994**

***concept and production Artist***

***Sega Demolition Man***

- Level backgrounds

### **TSR Games 1993**

***concept and production Artist***

***Advanced Dungeons and Dragons CD ROM***

- Created 100 final limited palette digital icons

### **Electronic Arts 1992-93**

***concept and production Artist***

***Mutant League Football, Michael Jordan Adventures***

- Drew storyboards
- Created final limited palette digital icons and environment tilesets

### **Accolade Games 1992**

***concept and production Artist***

***Speed Racer***

- Responsible for all painted backgrounds

### **Toys for Bob/Accolade 1992**

**Artist**

***Star Control 2***

- Designed and created spaceship art

- Created spaceship animations

### **Strategic Simulations 1993**

*Artist*

*Dark Sun*

- Painted full-body character portraits
- Painted splash screens

### **LucasArts Games 1990-92**

*Artist*

*Star Wars, Empire Strikes Back, Defenders of Dynatron City, The Dig, Young Indy, and Loom CD*

- Drew storyboards
- Created final limited palette digital icons
- Designed and implemented interface art
- Painted limited palette backgrounds

### **Rebel Arts and Technologies 1992**

**Division of LucasArts**

*Artist*

*Location-based entertainment projects*

- Designed and implemented interface art

## **RELATED ART EXPERIENCE**

### **St Martins Press 1985-87**

Book covers for *Best Science Fiction of the Year volume VI*, *Dreamspy*, and *The Eighth Rank*

### **Marion Zimmer Bradley Fantasy Magazine**

Over forty illustrations for short stories

### **Pulphouse Press**

Book Covers for *Ecce Hominid*, *Candles on the Pond*, and Roger Zelazny's *The Doors of His Face the Lamps of His Mouth*

### **Wizards of the Coast**

Acrylic paintings for *Netrunner* game cards

### **Mayfair Games**

Oil and Acrylic paintings for *Encounters* game cards

### **Prism Games 1992-94**

Game Box covers for *Fastfood Franchise*, *Time Agents*, *Age of Exploration* and *Suzerain*