

# Armand Cabrera

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## OBJECTIVE

**Position as a freelance or in-house Concept, Background, 2D, or 3D game artist**

**Portfolio examples at**

<http://www.flickr.com/photos/apc55/sets/>

## 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 backgrounds, scenes and characters
- 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)

### **40 Humans 2012**

#### **Dognapped**

- Concept Art for UI design and art

### **Zynga 2012**

#### **Contract Artist through Lightsource Studios**

- Concept Art for in-game assets on Cityville

### **Playdom 2011**

#### **Contract Artist through Lightsource Studios**

#### **Agents of S.H.I.E.L.D.**

- Avatar character portraits
- Avatar male body template
- Costume selection items
- Weapons
- Matte/ background painting

### **Playdom 2011**

#### **Contract Artist through Lightsource Studios**

#### **Agent X social network game**

- Item icons

## **Totally Games 2009/2010**

### ***Project Artist***

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

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 Oceanis***

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

## **Armand Cabrera Fine Art 1999 to present**

- Created oil paintings for galleries in the USA

## **San Francisco Hospital 2006**

### **Street Smart children's safety video**

- Character concepts and style sheets

## **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
- Concept, Modeler and 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**

### **Integra Press 1993-95**

Book covers and color frontice pieces for *The Charm, The Hound Hunters, and The Serpent Slayers*

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

Book covers for *Best Science Fiction of the Year volume VI, Dreamspy, The Best of Fantasy and Science Fiction 40<sup>th</sup> Anniversary Collection 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 and Fantasy Adventures* game cards

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

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