

Armand Cabrera

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 40th 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*