

Objective

Senior Art Position

Skills

3DS Max modeling, texturing and animation; Adobe Photoshop; Adobe Illustrator; Unity;
Educated in traditional art and illustration

Experience

Seventeen years as a full time game artist have included:

- Creating assets for over 45 published titles
- Providing art for PCs, consoles, gaming devices, mobile devices and tablets
- Emulating multiple art styles for wide range of products
- Creating environments, characters, interfaces, with both 2D and 3D applications
- Conceptual art depicting game-play, UI, character or environment in 2D and 3D
- Working both independently and as a member of both small and large teams

Work History

Senior Artist

Glu Mobile, San Francisco, CA

2004 - 2012

Created art assets for over thirty wireless device titles including:

- Gun Bros and Gun Bros 2: *Modeling, texturing and animating characters, weaponry, environmental and UI elements*
- Glyder and Glyder 2: *Modeling and texturing environments, character upgrades and HUD*
- Transformers CyberToy: *Modeled, textured and animated character transformations, UI*
- ATV Off Road Fury: *Character and vehicle animations, Multiple tiled environments, UI*
- Call of Duty 4: Modern Warfare: *Character environments and props*
- World Series of Poker: *Rendered Tables, logos, trophies and backgrounds*
- Contract Killer Zombies: *Modeling and texturing city environment, and vehicles.*
- Deer Hunter, 2 & 3: *Created deer, animations, environments and UI*

