
PROFILE

Concept artist and illustrator working in the video games industry with experience in digital, 3D and traditional art.

WORK EXPERIENCE

Propaganda Games - Concept Artist

Feb 2009-Present

- Designed concepts for environments, characters, ships and props for *Pirates of the Caribbean: Armada of the Damned*
 - Created character and ship concepts including original designs and turnarounds for modelers and outsource vendors
 - Worked with the Art Director to create environment mood paintings, production drawings, marketing pieces and paint-overs of game scenes to assist modelers
 - Maintained consistent style and color palette of the game
 - Created in-game assets such as world textures and UI icons
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Freelance illustration and web design

1997-2009

- Created illustrations for publications, web sites, and private commissions
 - Developed web sites and print material for businesses
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EDUCATION

VanArts (Vancouver, BC)

2008-2009

Game Art & Design Diploma

- classes included concept art, character modeling and life drawing

Sheridan College (Oakville, ON)

2000-2003

Illustration (Interpretive) Diploma

- Sheridan Scholar (GPA of 3.8 or above)
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SKILLS

- Rapidly creating a wide variety of concepts and adapting to different styles
 - High quality mood and marketing paintings
 - Digital and traditional painting, drawing and sculpture; knowledge of anatomy, color theory and composition
 - Extensive knowledge of Photoshop and experience with Maya and Google SketchUp
 - Texture painting in Photoshop including specular and normal maps
 - Working collaboratively with coworkers and Art Directors to meet deadlines
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