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## PORTFOLIO

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 Artstation  
 LinkedIn

## CONTACT

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Specializing in creating inspirational art that gives visual direction and establishes a creative vision and strategy. Over 13 years' experience in visual development, with an extensive portfolio consisting of design concepts and storyboards for leading gaming companies and media agencies. An invaluable asset to the creative team, with the capability to take on multiple roles and managerial functions simultaneously, while still delivering visual output to exceed expectations.

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## PROFESSIONAL EXPERIENCE

### Gamehouse

Eindhoven, Netherlands  
Jul 2015 - Present

### STORYBOARD ARTIST

Dual function role. Responsible for creating and implementing the new design processes for the European region in order to generate more emotional impact and tell greater stories to Gamehouse's targeted audiences.

- Developed and implemented the storyboard process specific to gameplay into the new product development pipeline, redesigning 6 games since 2015.
- Created the entire storyboarding process and aligned this creative strategy across all European offices.
- Introduced animatics to the design process, enhancing the pre-development stage and the overall final product vision and quality for 3 new product launches since implementation.
- Led the think-tank for corporate Marketing and within a month, designed and created the global corporate culture video to facilitate and drive top talent recruitment.

### Electronic Arts (Sims Studio)

Redwood City, CA USA  
Feb 2006 - Jan 2014

### CONCEPT ARTIST – 3D ARTIST – ASSOCIATE ART DIRECTOR

Elevated to this role in conjunction while still working as a concept - 3D artist. Took on the dual function to ensure quality standards and deadlines were achieved. Provided art direction to external developers in China and Ukraine and streamlined the concept design process to align to EA's production standards. Developed and trained new junior artists and helped direct the internal concept art team (3 people).

- **SIMS 4** – Created concept designs in the new art style for numerous game objects (rewards, online furniture, environment set pieces).
- **SIMS 3** – Created concept designs for character outfits and environments for **over 11 expansion packs within 2 years.**
- **SIMS ANIMALS** – Created the concept art and 3D character prototyping for over 2/3 of the environment levels during the pre-production phase (elephant, hippopotamus, and crocodile).
- **SIMS CASTAWAY** – **Solely led** the entire concept development process, and created all the prop design, storytelling elements, and environment concepts for **over 20 different levels within 1 year.**

### Electronic Arts (Visceral Studio)

Redwood City, CA USA  
Feb 2005 - Jan 2006

### CONCEPT ARTIST – TEXTURE ARTIST

- **THE GODFATHER** – Created concept paintings to help design the look and feel of the 1940's New York. Modelled and textured various exterior and interior assets (Manhattan Bridge, Brooklyn Bridge, St. Patrick's Cathedral).
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**TKO Software**  
Santa Cruz, CA USA  
Dec 2003 - Jan 2005

● **CONCEPT ARTIST**

- **MEDAL OF HONOR: PACIFIC ASSAULT** – Created the conceptual artwork to aid the production process for 3D environment artists. Designed the sky boxes for all multi-player maps, textures for environment decals, and user interface graphics.

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**FREELANCE EXPERIENCE**

**Brainfeeder Films**  
Hollywood, CA USA  
Feb 2015 - Present

● **CONCEPT ARTIST - STORYBOARDS**

- **PUBERTY (Independent film)** – In a week, designed the prosthetics to show the evolution throughout the film for the main character (Garrett Wareing).
- **BEYONCE'S LEMONADE (Music Video)** – Within 3 days, designed the storyboard and visual development for the agency's sales pitch to Parkwood Entertainment.
- **PATRICK DEMPSEY'S RACING CAMPAIGN (Promotional Video)** - Within a week, designed concepts and storyboards for Patrick Demsey's sales pitch video to TagHeuer and Porsche.
- **FLYING LOTUS (Music Video)** – In 3 days, created concepts and storyboards to define the look and feel for the music video.

**HELO**  
Venice, CA USA  
Jun 2014 - Aug 2014

● **CONCEPT ARTIST - STORYBOARDS**

- **TAYLORMADE GOLF (Marketing Ad Campaign)** – In a week, created the concept design and storyboards for all 3 different released TV commercials, featuring Jason Day and Sergio Garcia.
- **SHEPARD FAIREY (Promotional Video)** – In 3 days, made a promotional video demonstrating Shepard Fairey's artistic process.
- **EVERLAST (Commercial)** – Visual development for a boxing commercial.

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**TEACHING EXPERIENCE**

**Experience America**  
Seattle, WA USA  
Feb 2014 - Jun 2015

● **PART-TIME PROFESSOR – ART DESIGN**

- Lectured the art design course for recent graduates.  
-Class size ranged from 40 – 50 students.
- Designed the entire school curriculum consisting of over 5 programs, ranging from courses such as concept design to 3D modelling.

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**EXPERTISE**

Photoshop	
Maya	
Zbrush	
Premiere	
After Effects	
Perforce	
PC	
Mac	

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**EDUCATION**

**Academy of Art University**  
2002 - 2004

**Courses Studied**  
Illustration, figure drawing, oil painting and sculpture.