

DONOVAN VALDES

www.donovanvaldes.com

CONCEPT ART · ILLUSTRATION · VISUAL DEVELOPMENT

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(919) 949-4893

SUMMARY

Versatile senior-level concept artist with over 15 years of AAA production experience, strong team skills, and expertise in concept design & visual development for games, film, and print.

EXPERIENCE

- July 2015 to present** **Freelance Concept Artist & Illustrator** **Chapel Hill, NC**
Clients include NCSOFT, Sony Bluepoint, Redstorm/Ubisoft, Imangi Studios, Limbic Studios, Brazen Animation, Gun Media, HMH and others.
- June – Nov 2017** **Senior Concept Artist** **Limbic Studios** **Chapel Hill, NC**
Responsible for 2d concept design, in-game art, and promotional/marketing material.
Credits include: *Zombie Gunship: Survival* and *Zombie Gunship: Revenant*.
- Sept 2013 – July 2015** **Art Director & Principal Artist** **Tailspin Studios** **Durham, NC**
As one-third of a startup team on an aggressive schedule, was responsible for concept art, 3d character and level design, rigging and animation, and key art for several mobile titles.
Credits include: *Freedom Flock*, *Pickaxe Plunder* and *Scrap Squad*.
- Apr 2005 – Sept 2013** **Senior Concept Artist** **Red Storm Entertainment / Ubisoft** **Cary, NC**
Responsibilities included concept & visual development for characters and environments, marketing art, and illustration for both internal and external projects.
Credits include: *The Division*, *For Honor*, *Far Cry 4*, *Rainbow Six: Patriots* (cancelled), *Ghost Recon: Future Soldier*, *Assassin's Creed: Brotherhood*, *Prince of Persia: Forgotten Sands*, *Ghost Recon: Advanced Warfighter 2*, *Ghost Recon: Advanced Warfighter*.
- May 2002 – Apr 2005** **Concept/Texture Artist** **Vicious Cycle Software Inc.** **Chapel Hill, NC**
Responsibilities included character and environmental design, concept art, 3d character & level design, and storyboards for cinematic sequences.
Credits include: *Spy vs Spy*, *Robotech: Invasion*, *Dinotopia: The Sunstone Odyssey* and *Robotech: Battlecry*

SOFTWARE

Photoshop, Illustrator,
Maya, Unity

EDUCATION

BA in Film & Animation
1997 University of Central Florida

REFERENCES

<u>Jeff Miller</u> Art Director Limbic Studios jeffrey.reed.miller@gmail.com	<u>Randy Greenback</u> Executive Producer Gun Media randy@fearthegun.com 702-336-3141	<u>Tommy Jacob</u> Producer Epic Games tommyjacob73@gmail.com 919-610-1544	<u>Mike Haynes</u> Art Director Red Storm Entertainment mike.haynes@redstorm.com
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