

ERIC PFEIFFER
CONCEPT ART + VISUAL DEVELOPMENT

Seattle, WA
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SKILLS

- Strong 2d and 3d design and drafting skills.
- Able to work on a number of different subjects and genres at various levels of completion ranging from sketches to full 3d models and photo-real paintings.
- Proficient with digital drawing and painting in Photoshop.
- Able to mock up rough 3d designs for review and playtesting before finalizing concept.
- Able to produce fully rendered illustrations for promotional work.
- Able to produce sequential images and keyframe art for storyboards and other motion based assets

PROGRAMS

- Adobe Photoshop
- Cinema 4D
- Octane Renderer
- 3DS Max
- 3d-Coat
- Zbrush
- Fusion 360
- Marvelous Designer
- Keyshot
- Marmoset Toolbag
- Quixel Megascans/Studio

WORK EXPERIENCE

- Concept Artist at **Microsoft Studios** (2017-Present)
 - I help design and visually develop immersive and social experiences in VR.
 - I design a wide range of assets from avatar characters to environments.
 - I work with others to ideate user experiences and oversee creative processes
 - I work closely with Art Directors, 3d, UI and Tech artists to insure we're making the best possible experience within the constraints of our overall art direction.
 - Supportive Art Direction for other teams within the studio
- Freelance concept artist at **Eleventy**. (2017-Present)
 - I provide conceptual directions for various game cover art (**Bethesda, Sony**)
- Freelance illustrator and concept artist at **Armed Mind** (2016-2018)
 - I provide the team with illustrations, conceptual designs and storyboards for a wide range of clients in the film and video game industry (**20th Century Fox, Ubisoft, Activision, Tencent+**)
- Freelance concept artist at **Frontwire Studios** (2016-2017)
- Freelance illustrator for various magazines and publications (2012-Present)
- Comic Book Artist for various comic book publishers (2014-2017)

PUBLICATIONS

Kid Havoc, #1, 2 | Arcadia. #1-8, | The Forever #1-5 | Wired Magazine | ESPN Magazine | Popular Mechanics | Popular Science | Fortune Magazine | Sports Illustrated | Outdoor Life and more

EDUCATION

- Virginia Commonwealth University | Richmond, VA: 2008-2012
BFA in Communication Arts (Illustration and Design)