

ERIC PFEIFFER

CONCEPT ART + ILLUSTRATION

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SUMMARY

I'm a Concept Artist and Illustrator working for clients ranging in industries from film, games, comics and print with over 9 years of experience. Some clients include: Microsoft, Bethesda, Shep Films, Armed Mind (20th Century Fox, Ubisoft, Activision, Tencent) Elewendy (Bethesda, Sony) ESPN, Wired, Popular Mechanics, Fortune, Sports Illustrated, Boom! Studios, the Red Cross and more.

SKILLS

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

PROGRAMS

- Adobe Photoshop
- Cinema 4D
- Blender
- Octane Renderer
- 3D Coat
- Fusion 360
- Marvelous Designer
- Keyshot
- Quixel Mixer
- SpeedTree

WORK EXPERIENCE

Elewendy (Games)

Freelance Concept Artist, Illustrator

Feb 2018-Present

I provide conceptual designs as well as cover art illustrations for various AAA games on a freelance basis

Shep Films (Film)

Freelance Concept Artist, Illustrator

Jan 2019-Present

I provide concept art and illustrations on a freelance basis.

Microsoft (VR/AR)

Concept Artist, Illustrator

June 2017-June 2018

- I provided concept designs for environments and characters to visually develop immersive and social experiences in VR.
- Worked with others to ideate user experiences and oversee creative processes
- I worked closely with Art Directors, 3d, UI/UX and tech artists to insure we were making the best possible experience within the project's constraints.
- Supportive Art Direction for other teams within the studio.

Armed Mind (Film, Games)

Concept Artist, Storyboard Artist, Illustrator

April 2016 - April 2018

I provided the team with illustrations, conceptual designs and storyboards for a wide range of clients in the film and video game industry including the Assassin's Creed movie for 20th Century Fox and Ubisoft.

FRONTWIRE STUDIOS (Games)

Concept Artist

March 2016 - April 2017

I provided environment concept art for their upcoming title 'Galaxy in Turmoil'

BOOM! Studios

Comic Artist/Co-Creator of Arcadia

Oct 2014 - May 2016

I was the co-creator and illustrator of the comic series "Arcadia" with co-creator and writer Alex Paknadel. I designed and executed all interior art as well as cover art on a for each issue on a monthly basis totalling over 180 pages.

"The Matrix but better" - IGN <https://www.ign.com/articles/2015/05/07/arcadia-1-review>

Freelance Illustration

2010-Present

Beginning in 2010 I started my career by freelancing for magazines such as ESPN, Popular Mechanics, Inc, Fortune, Wired and many more. I still take on editorial work when I can.

Education

VCU

BFA, Communication Arts

2012