

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, First Contact Ent, Shep Films, Hardsuit Labs, Armed Mind (20th Century Fox, Ubisoft, Activision, Tencent) Eleventy, 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
- Octane Renderer
- 3D Coat
- Fusion 360
- Oculus Medium
- Keyshot
- Quixel Mixer

WORK EXPERIENCE

Hardsuit Labs (Games)

Freelance Concept Artist, Illustrator

Feb 2019-Present

I provide conceptual designs as well as key art for an upcoming game.

First Contact Entertainment (Games)

Freelance Concept Artist, Illustrator

Feb 2019-Present

I provide conceptual designs for the Sony exclusive VR game Firewall.

Shep Films (Film)**Freelance Concept Artist, Illustrator**

Jan 2019-Present

I provide concept art and illustrations on a freelance basis.

Elevendy (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

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 Editorial Illustration**2010-Present**

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

Awards:

Nominated for a Spectrum award. Winners announced March 30th and will be published in the Spectrum 26 book.

Education**VCU****BFA, Communication Arts**

2012