

RÉSUMÉ



BASIC INFORMATION

Name **Jeff Miller** Work <https://jeffmiller.artstation.com> Phone **425 589-9226**
Client Section Password: millertime
Title **Art Director /Concept Artist** <https://www.behance.net/jeffreyreedmiller> Email jeffrey.reed.miller@gmail.com

SUMMARY

I specialize in art direction, visual development and problem solving. With a career spanning 19 years and 3 console generations, I am used to adapting to whatever challenges arise.

I have worked for game powerhouses such as Microsoft and Ubisoft, and I have also helped take small startups to success. I am a versatile artist, with a skill set ranging from concepting and illustration, to modeling and texturing, to branding and marketing.

I consider mentoring and team building to be vital parts of my job. My goal is not only to deliver the most stunning visual experiences, but also to help artists realize their full potential.

EDUCATION

Savannah College of Art and Design
BFA in Illustration (2001)

SKILLS

Concepting	Texturing
Modeling	Writing
Lighting	Leadership
Rapid Prototyping	

LANGUAGES

English - spoken and written

REFERENCES

Donovan Valdes	donovanvaldes@yahoo.com
Justin Pump	jmpump@gmail.com
Iman Mostafavi	imostafavi@gmail.com

EXPERIENCE

Nexon OC Art Director May 2019 - Dec 2019
Irvine

I was the art director on a prototype team. I created concepts and mood boards and led a small team of artists. Unfortunately, the game was cancelled after a few short months.

Freelance and Consulting May 2018 - April 2019
Seattle, Chengdu

I worked on several exciting projects for clients in the game and entertainment industries.

Limbic Art Director May 2015 - May 2018
Seattle, San Francisco, Cologne

At Limbic, I had the opportunity to build an art department from the ground up. In just three years we delivered three great looking, and highly successful games: *Zombie Gunship Survival*, *Zombie Gunship Revenant (AR)* and *Zombie Gunship Raptor (VR)*. In addition to setting the artistic vision for all three projects, and driving the growth and goals of the art department, I was very hands-on in the development and marketing process of each game.

Ubisoft Art Director May 2014 - April 2015
Shanghai

As an art director on the Node team, I worked with Ubisoft studios across the world, helping to ship some of the flagship titles, including *The Division* and *Ghost Recon: Wildlands*. I led teams of internal and external artists to create huge volumes of characters, environments and props, while maintaining the high quality bar and unique art style of each game.

CCP Associate Art Director Nov 2009 - April 2014
Reykjavik, Atlanta, Shanghai

I worked on all three titles that were being developed during my time at CCP, *Eve Online*, *Dust 514* and *World of Darkness*. My role was fluid and changing, depending on the project. Highlights include spearheading the *Eve Online* character creator, helping establish the look and feel of *World of Darkness*, and leading a massive artistic overhaul to *Dust 514*.

Ancient History

Ensemble Studios 2006-2009	Vicious Cycle 2001-2003
Lucas Arts 2005-2006	Magic Lantern Playware 2001
Monolith 2003-2005	