

Piero Macgowan

Senior Concept Artist / Illustrator

443.839.4444 / piero@pieromacgowan.com



Resume

Professional Experience

Firaxis Games (Full time, 2007 – present)

- Visual Development on Marvel's Midnight Suns: established mood, designed environments, created ability sheets, ideated characters, made props and provided tech designs.
- Worked directly with XCOM Art Director to create and define franchise's vision from conception.
 - Focused on creating color keys and environments to establish and guide narrative.
 - Created main character and creature concepts.
 - Problem-solved system-based assets (cover and interactive items, kit swaps, deco passes)
 - Provided cinematic support through storyboards and animatics.
- Assisted marketing efforts to generate promotional art.
- Supervised other artists.

- Projects:
- XCOM: Enemy Unknown - 2012
 - Sid Meier's Civilization V - 2010
 - XCOM: Enemy Within - 2013
 - XCOM 2 - 2015
 - XCOM 2 : War Of The Chosen – 2017
 - Marvel's Midnight Suns – 2022

Big Huge Games (Contractor, 06/2007 - 09/2007):

- Marketing illustrations, color keys and environments.

- Projects:
- Unreleased (Prototype for *Kingdoms of Amalur – The Reckoning*)
 - Unreleased Nintendo Wii Title

Maryland Institute College of Art (Illustration department adjunct, 2009-2013):

- Courses Taught:
- Illustration (Intro and Illustration 1)
 - Character Design (Intro and Advanced)
 - Concept Art (Intro and Advanced)
 - Senior Thesis – Illustration

Wizards of the Coast, USA (2013)

- Illustration for Digital Fantasy Card Game.

Education

Maryland Institute College of Art - B.F.A. in Illustration, Summa Cum Laude, 2007

Software Skills

- Photoshop, Clip Studio, 3D Studio Max, Zbrush, Unreal Engine, Keyshot, Storyboard Pro, Substance Painter, Illustrator, Blender.

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Resume (continued)

Publications

Spectrum 23 (2016)
The Art of XCOM 2 (2015)
The Art of XCOM: Enemy Unknown (2012)
Share One Planet: The Art of Endangered Chinese Wildlife (2012)
Exposé 9 (2011)
American Illustration Annual (2007)
3x3 Illustration Annual - Best in Show, Distinctive Merit (2007)

Exhibitions and Interviews

"Imagined Realities" - Baltimore, MD, October 2012
"Share One Planet" International Exhibition - China, 2012
"Innovate Love" - Baltimore, MD, May 2010
"Versus" - Baltimore, MD, June 2009
Siggraph 2007 Space-Time Exhibition - San Diego 2007
Art of Digital Show - San Diego, October-November 2006

"Modern Concept Art With Piero Macgowan" - 80 Level, July, 2016
Interview - IAMAG, June 2007
Interview - *re[crea]* Magazine, Germany, February, 2007