

2D Pixel Artist ♦ Technical Artist ♦ Concept Artist ♦ 3D Modeling/Textures

Please Visit My Portfolio At: www.holymonkeystudio.com

- **Photoshop, Promotion, Flash, 3D Studio Max, and Multimedia Fusion 2**
- 2D graphic design and pixel art, texture mapping, basic 3D modeling, 2D game prototyping, traditional painting with watercolors, oils, and acrylics.
- Excellent sense of color and its use to create the illusion of depth and dimension.
- Work extremely well under severe limitations of resolution, color depth, and file/heap space.
- 2D Animating (especially but certainly not limited to humanoid characters).
- Co-designed/improved animation optimization tools for two leading Mobile Developers.
- Co-designed game authoring tools like sprite and level editors.
- Officially instructed and created video tutorials for art staff in optimal use of commercial and in-house production software.

FREELANCE WORK

2D Freelance Artist, for Wayforward, Glu, Others 09/2010 to Present

- Created many animations for multiple characters for DS title *Thor: God of Thunder*
- Created large assortment of decorations, props, buildings and UI images for *BooTown* for IOS devices
- Lead artist for *Spy Kids All The Time In The World* title for DS
- Art producer and 2d artist for several as of yet unpublished titles.

STUDIO EXPERIENCE

2D Technical Senior Artist, Glu Mobile, San Mateo, CA (USA) 03/2008 to 08/2010

- Officially took on special role as technical adviser and problem solver for the art team.
- Helped visually design and created important art assets for ***WSOP Hold'em Legend***. (avatars and large character portraits).
- Created most environment art and many animated props and effects for ***Heroes united***.
- Created critical character animations and environment art for ***Family Guy Uncensored***.
- Helped bring other games to completion by creating art assets and porting to other screen resolutions.

2D Senior Artist, Glu Mobile, San Mateo, CA (USA) 2007 to 2008

- Enlisted to a small team of “stand out” production staff for the purpose of creative R&D on top of usual production tasks.
- Created tutorial videos to help instruct art staff for expert use of commercial and in-house software.
- Designed and made all in-game character and effect art assets for ***Batman the Dark Knight***.
- Designed and made all art assets for ***Super Breakout***.
- Designed and made all in-game art assets for ***Transformers***.
- Helped bring other games to completion by creating art assets and porting to other screen resolutions.

2D Pixel Artist, Glu Mobile, San Mateo, CA (USA)

09/2005 to 2007

- Designed and made all art assets for **Hoyle 6 in 1 Solitaire Pro**.
- Designed and made nearly all art assets for **Centipede**.
- Designed and made all art assets for **Kasparov Chess**.
- Helped bring numerous other games to completion by helping create art assets and port to other screen resolutions.
- Member of a small team that designed a 2D game character animation and optimization tool that is used in the development of all of Glu Mobile's projects.

2D Pixel Artist, Gameloft, New York, NY (USA)

05/2004 to 05/2005

- Single-handedly created playable mock-up for 2D snowboarding game in under a week.
- Created art for **Midnight Hold'em Poker**.
- Extensive work in character design, texture mapping environments and models for **Massive Snowboarding**.
- Extensive optimizing/color reducing of screens and texture maps for porting existing games.
- Assisted in designing game authoring tools development like Sprite and Level Editors.
- Created mock-up screenshots for game pitches, helping to secure several highly popular licenses.

Assorted Freelance Work:

2005 to 2009

- Created full set of art and animations for character "SixSix" for Ben10 All Out Attack mobile game.
- Designed, created, and then optimized cut-scenes for Foster's Home for Imaginary Friends game for GBA.
- Designed and created two environments for "Poker Million 2009: The Bluff" mobile game
- Designed, art directed, and created all art for an ancient Egypt themed word puzzle game called "Hiero" (unfortunately seems to have never been published).
- Created concept art and mock-ups for GoPets Mobile Game for OneNine Studios.

PERSONAL WORK

Founder, HolyMonkeyStudio.com

2003 to present

Game design, art direction and programming for a personal game project whose demo can be downloaded at HolyMonkeyStudio.com.

Professional Fine Art Painter, The Tse Tse Gallery, Providence RI USA

1994-2000

- Commissioned portraiture and other work.
- Have executed numerous reproductions of Renaissance, Baroque and Impressionist masterpieces.
- Taught painting and drawing to children and adults of all skill levels for many years.
- Guest taught at a local College graphic design course.