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Seeking Concept or Asset
Artist employment at a
videogame developer

Personal References

Jesse Schell, President, Schell Games

Jschell@andrew.cmu.edu (412) 390-0303

Dr. Juancho Buchanan, Director of Technology, Relic Entertainment

(604) 729-6370

Professional Experience

Illustrator, Jesse Schell (2007-08)

A project illustrating cards for a deck supplementing Jesse Schell's book: The Art of Game Design. I was tasked with creating complete renders of lenses of game design based on sketches provided by Jesse Schell.

- Created illustrations based on client set parameters
- Worked with client on design decisions
- Iterated based on critical feedback

Artist, Entertainment Technology Center (2007-08)

A two year masters program that brings together artists and programmers to work in teams producing games and other multimedia experiences. I served as an artist producing concept illustrations and assets for five such projects.

- Helped make design and content decisions
- Created concept art including character designs
 - Created 2D sprite images
 - Created background illustrations
- Modeled, Rigged, Textured, and Animated 3D props and characters
 - Created illustrations for cutscenes
 - Created graphic and promotional materials

Artist/Writer, legendcomic.com (2008-09)

A long form fantasy comic distributed online, updates twice a week. I'm responsible for the design of the site and producing scheduled updates to the comic and site blog.

- Continuing illustration of comic pages on a bi-weekly basis
- Created original characters and setting
- Designed the legendcomic.com website
- Created a procedurally archived php database

Education

Masters of Entertainment Technology from
Carnegie Mellon University (2008)

BFA from Youngstown State University
Studio Art with Emphasis on Art and
Technology (2005)

Online portfolio at ndaniel.com