

# IMARIO SUSILO

## ✎ Concept Artist ✎

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Passionate, creative Concept Artist with 10+ years of expertise in concept art, in-game assets, and game development. Excellent communication skills with talent for presenting favorable and unique game assets. Created artwork and in-game assets for popular online MMOs and Mobile Games including *Neverwinter*, *Star Trek*, and *Star Wars Commander*.

### KEY CAREER HIGHLIGHTS

- ❖ Regularly collaborated with multiple teams and artists to create the best in-game assets used in multiple popular Disney and Cryptic Studios' games.
- ❖ Worked with popular MMOs—*Neverwinter Online*, *Star Trek Online*, and *Champion Online*—by collaborating with teams and providing ideation sketches, as well as detailed digital drawings.
- ❖ Focused on core gaming features—with team—to create in-game assets and detailed artwork for Disney Interactive's mobile game: *Star Wars Commander*.

### PROFESSIONAL EXPERIENCE

DISNEY INTERACTIVE | Palo Alto, CA

2015 – Present

#### Senior Concept Artist

Worked with teams on core gaming features to create in-game assets and artwork for *Star Wars Commander*. Consistently met deadlines by providing a timeline for current assignments. Collaborated with multiple disciplines; delivered concept design from start to finish. Performed 3D animation and UI. Communicated with other disciplines in animation to ensure design served those departments.

- Participated in brainstorming sessions to understand mood and references for new in-game assets.
- Created high-quality artwork and maintained high artistic bar across teams.

Yahoo! Inc. | Sunnyvale, CA

2014 – 2015

#### Senior 2D Game Artist

Collaborated with small team to create next generation of Yahoo! Games using Unity Engine. Created engaging animation and particle effects by using Unity. Assisted outsourcing houses by providing key art direction.

- Involved in several, popular online Yahoo! Games including pool, poker, bingo, and hearts by guiding team with creative thinking and clear art direction.
- Provided various artwork by sketching multiple options, painting rough visuals to high-quality concept art and final illustrations.
- Developed multiple games across different platforms including tablet, mobile, and desktop.

CRYPTIC STUDIOS | LOS GATOS, CA

2008 – 2014

**Staff Concept Artist**

Collaborated with team for popular MMOs such as *Neverwinter Online*, *Star Trek Online*, and *Champion Online* by producing ideation sketches, style guides, and detailed digital drawing. Helped with internal mobile game pitch by providing style guide and marketing art.

- Created unique in-game art assets—logos, icons, marketing banners, UI borders—by working closely with game designers and UI designers.
- Provided 3D artists with additional concept art by collaborating with team of four outsourced concept artists.

CURIOUS PICTURES | New York, NY

2007 – 2007

**Flash Animator/Character Designer**

- Animated and designed episodic characters for half.com.

Animagic | New York, NY

2007 – 2007

**Layout/Props Designer**

- Involved in 26-episode TV series for PBS—*Nate the Great*—to animate characters using symbol-based animation.

Nickelodeon | New York, NY

2005 – 2006

**Character Designer/Flash Animator**

- Modernized *Speed Racer* characters and props by developing, creating, and revamping necessary animation.

Funny Garbage | New York, NY

2004 – 2005

**Character Layout/Prop Designer**

- Part of 22-episode TV series for Disney channel—*Katbot*—by designing character layout and props with Adobe Flash.

**EDUCATION**

School of Visual Arts

**Bachelor of Fine Arts***Animation*

Academy of Arts

**3D Animation & Modeling***Enrichment Courses*