

RICHARD HEALY

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experience.

Crystal Dynamics, Junior Concept Artist
Redwood City, Ca / July 2013-April 2014

Designed characters, environments, and props for next generation Tomb Raider
Produced key art, explorations, and illustrations for promotional use
Created turnarounds and model packets for 3D modeling fulfillment

“Forlorn”, Concept Artist
San Francisco, Ca / Feb. 2013-July 2013

Developed characters, environments and props for collaborative game project

“Salvage”, Concept Artist & Illustrator
San Francisco, Ca / July 2012-Nov. 2014

Designed characters, environments, weapons, and other prop design for collaborative game project

“Ultrasylvania”, Concept Artist
San Francisco, Ca / Jan. 2012-Dec. 2012

Developed characters, environments, and prop assets and prop design assets for new IP of collaborative comic project
Illustrated the entirety of Chapter 2 for Volume 1
Produced cover illustration for Volume 1

skills.

Traditional 2D design and drafting skills

Ability to work on a multitude of different subjects

Proficient with digital painting in Photoshop

Experience in all levels of a concept art pipeline from high concept paintings to individual breakout sheets and turnarounds

Working with other teams and departments to find resolution for better aesthetics and user interface

Creating basic 3D block mesh in Sketchup for design

education.

The Academy of Arts University, San Francisco, CA
Bachelor of Fine Arts in Illustration, 2010-2013

Curtin University, Perth, Western Australia
Bachelor of Fine Arts in Fine Art, 2006-2009

Film and Television Institute, Western Australia
Diploma in Animation, 2006

publications.

“Ultrasylvania”, Graphic Novel, Volume 1, 2012
Cover & Chapter 2 Illustrations

RELATIVE, Magazine, Issue No. 3, 2009
“AESTHETIC” By Unknown, Featured Artist & Work

PORTRAIT, Magazine, Issue No. 32, June- August 2009
“Jumpstart” by Helena Bezzina, Featured Work