

RICHARD HEALY

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experience.

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| Freelance Concept Artist, Sydney, Australia / March 2017 - present | Designing characters, environments, props and matte paintings for various clients and projects within the entertainment industry. |
| Telltale Games, Concept Artist, Marin, CA / March 2015-January 2017 | Designed characters, environments, and props for multiple Telltale titles. This included key art, explorations and illustrations as well as work used as promotional material. |
| 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 | Designed characters, environments, weapons, and other prop design for collaborative game project |
| "Salvage", Concept Artist & Illustrator San Francisco, Ca / July 2012-Nov. 2014 | 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 Maya and 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