

# Ted Galaday

Concept Artist & Illustrator

Portfolio: [www.tedgaladay.com](http://www.tedgaladay.com) Email: [tgaladay@gmail.com](mailto:tgaladay@gmail.com) Phone: 206 / 550 2897

## Skills

Strong drawing and painting ability / Advanced Photoshop knowledge / Leadership experience

## Lead Artist at Big Fish Games

March 2006 - July 2008 and June 2009 - Present

### *Mystery Case Files (soon to be published)*

Art Directed complete game. Lead a team of three on-site artists and additional off-site contractors including Massive Black. Created a new framework for existing game art content. Balancing a desire for a fresh art style with a need for consistency.

### *Fetch iOS*

Fully designed and illustrated an entire game level including environments, characters, story progression and puzzles.

### *Drawn 3 Path of Shadows iOS, Mac/PC*

Designed and painted highly polished 2D backgrounds. Developed innovative puzzles. Created cut scenes in After Effects and worked with dev team to create in-game animations and particle effects.

### *Mystery Case Files: The Malgrave Incident Wii*

Served as Art Director on Nintendo published Wii title. Worked closely with producers at both Nintendo and Big Fish, as well as third party developers, to design game environments, cut scenes, and hidden object scenes. Managed five artists. Painted dozens of environment and character concept art images. Storyboarded and directed animated cut scenes.

### *Azur (unpublished)*

Developed art style for multi-player online game. Hired and managed team of four 3D artists. Created environmental and character concept art, as well as finished assets.

## Games Artist at Babaroga

December 2007 - June 2008

Developed two bundled Zune HD games for Microsoft. Worked closely with Electronic Arts on shipped mobile Spore title.

## Illustrator, Independent Contractor

1995 - Present

Delivering concept art and illustration to clients including Wizards of the Coast and Blizzard Entertainment.

## Concept Artist ADV Films

December 2002 - January 2004

Designed sci-fi environments, and created storyboards and color keys for an unreleased animated film.

## Software

Advanced: Photoshop, Painter / Moderate: Maya, After Effects, Zbrush, SketchUp

## Education

BFA, Cornish College of the Arts, Seattle, WA, 2000