



PHIL TRUMBO VISUAL WIZARD

PHIL TRUMBO **ART DIRECTION, GAME ART & ILLUSTRATION**

Phil Trumbo is an Emmy Award-winning art director and illustrator with over 30 years of experience creating entertaining and imaginative visuals for games, web, TV, film, print, collectible cards, toys and apparel. He has worked at all levels of participation from artist, animator, art director, designer, animation director, fx editor to creative director. His current and past clients include: Electronic Arts, Microsoft, Pop Cap, Pixar, Activision, Buena Vista Games, Vivendi Universal Games, Warner Bros., Mattel, THQ, NBC, ABC, CBS, Nickelodeon, MTV, Proctor and Gamble, General Mills and more...

Phil's skills include Art Direction, Game Art, Illustration, Concept Art, Graphic Design, Storyboards, Original I.P. Development, Pre-Viz & Editing

TRUMBO STUDIOS

2011-Present

FREELANCE ARTIST

Provide 2D & 3D illustration, visual design and art direction. Bring clients' ideas to life with compelling visuals. Produce concept art and illustrations from thumbnails to final renders for games, online entertainment and print collectibles. Develop game graphics, U.I. design and game icons for mobile apps and online entertainment. Conceive original I.P. Create pre-visualization sequences, storyboards, digital editing and visual effects. Design graphics for web and print including logo identity and collateral.

Highlights:

Electronic Arts- Seattle-based consultant art director and concept artist- Visual design and development of new original online games for EA Burnaby, Play4Free division.

PopCap- Consultant art director and concept artist for the fine folks who make Bejeweled and Plants vs. Zombies.

Hostile Work Environment- Digital cinematic illustrations of game play scenarios based on Wizards of the Coast Founder Peter Adkison's Dungeons & Dragons First Paladin campaign.

Bella Sara Company- Character Design and illustration of collectable story cards.

New York City International Film Festival - Design and illustration of feature film posters

HIDDEN CITY GAMES

2007- 2011

BRAND ART DIRECTOR

Developed the overall visual style for the magical and uplifting international fantasy horse-themed children's entertainment property, Bella Sara. Helped create a feature-rich, online world with casual gaming experiences which leveraged brick & click collectable trading cards and toys with online unlockable codes. Developed original I.P. Responsible for communicating and directing the visual style and quality of on-line games, interactive storybooks, PC and Nintendo DS games. Directed national 3D animated television commercials. Provided art direction to teams of out-sourced illustrators and animators under tight deadlines, budget and schedule constraints. Created and designed graphics for printing, manufacture, marketing, packaging and display of collectable cards, games, toys, puzzles, DVDs, and garments with partners in Asia, Russia and Europe.

www.bellasara.com

AMAZE ENTERTAINMENT**1997-2007****CREATIVE DIRECTOR**

Managed the creative art direction for over one hundred high-profile games with retail sales of over a billion dollars. Guided the creative and artistic development of Amaze from startup to becoming the world's largest independent game developer. Collaborated with large teams and multiple in-house studios at an executive management level to oversee and insure the visual quality and creativity of Amaze games on multiple platforms including Console, PC and hand-held. Created proposals and presentations to publishers and IP holders to win competitive contracts for high value mass market entertainment properties including Pirates of the Caribbean, Chronicles of Narnia, Lord of the Rings, Harry Potter, Shrek, Spiderman, The Sims, Star Wars Lego, Finding Nemo, X-Men and Ice Age. Responsible for team management, career mentoring and performance reviews of 100+ artists. Involved in initial client/publisher contact. Brain-stormed and coordinated development strategies with game designers, project managers, producers, and development leads. Contributed to scheduling and overseeing artist productivity. Developed original I.P.

Clients included Electronic Arts, Activision, Inc., Microsoft, Buena Vista Games, Vivendi Universal Games, Lucas Arts, THQ, Maxis, Sega, Hasbro Interactive

ACCOLADE**1993-1995****LEAD ARTIST**

Led a team of artists to create a series of space adventure games for the PC. Defined and implemented art style of game. Managed art team under tight deadlines. Coordinated art look and needs with game designers, development lead and project manager.

ALEXANDRIA DIGITAL STUDIO**1993-1995****ART DIRECTOR / ANIMATOR**

Art directed and created high quality 2D sprite based animations for platform style Sega Genesis and Super Nintendo titles. Worked with leads and producers to maintain artistic style and vision. Collaborated with game designers to create art for game play levels and environments. Created original IP, character designs, storyboards, layouts and animations for an original action adventure game for the Playstation.

BROADCAST & FILM**1980-1993****DIRECTOR / DESIGNER / ANIMATOR**

Developed and directed network I.D.s, commercials and TV shows. Crafted storyboards, provided art direction, designed characters and sets. Directed animation, CG and live action.

Titles Included: PeeWee's Playhouse CBS; Doug, Nickelodeon; Hammerman, ABC; Liquid Television, MTV; Chip & Pepper's Cartoon Madness, NBC; Prostars, ABC; Futuropolis, Expanded Entertainment; Highlander II, Stargate Films; Wayside School, ABC; Lost Dinosaurs, NBC.

Clients Included: NBC, ABC, CBS, MTV, Comedy Network, Nickelodeon, Proctor and Gamble, General Foods, Ralston Purina, Ford Motor Co., General Mills, RC Cola, Mattel, Milton Bradley, Turner Network, Illinois Bell, U.S. Department of Health and Human Services, and Boy Scouts of America.

RELATED WORK EXPERIENCE:**DIGIPEN INSTITUTE OF TECHNOLOGY****2007****INSTRUCTOR**

Instructor of senior film projects and professional portfolio class.

KNOWLEDGE ADVENTURE**1993****DIRECTOR / ANIMATOR**

Scripted, storyboarded and animated cut-scenes for PC edutainment titles.

DOCUMENTARY FILMS**1985-2006****DIRECTOR / CINEMATOGRAPHER /EDITOR**

Produced, filmed and edited multi-cultural documentary films of ethnic music, arts, cultural, and spiritual events in India, Europe, U.K. and U.S.

GRAPHIC NOVELS, PRINT & ILLUSTRATION 1980- 1993**CREATOR / WRITER / ARTIST**

Published works: Heavy Metal Magazine, Graphis Magazine Annual. Original graphic novel: Sky Pirates of the Stratosphere. Numerous illustrations, gallery exhibitions and private commissions.

AWARDS

Forbes magazine Stevie Award for best creative team.

Deloitte & Touche Fast 50 Award for fastest growing businesses, Amaze Entertainment.

National Daytime Emmy Award, for animation direction on Pee Wee's Playhouse.

Clio Award Nominations (Three), for animation, direction and special effects in animated commercials.

Critic's Choice Award, New York International Independent Film and Video Festival.

EDUCATION

BFA: Virginia Commonwealth University, Richmond, VA

Classical Animation, Storyboard & Anatomy: American Animation Institute, Hollywood, CA

SOFTWARE SKILLS

Photoshop, Premiere, 3D Max, Maya & Flash (directorial level)

Portfolio website & demo reel: <http://www.philtrumbo.com/>

Linkedin: <http://www.linkedin.com/in/philtrumbo>

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