

John Severin Brassell

Concept Art/Fine Art/Illustration
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Portfolio: <http://johnseverinbrassell.com/>
Blog: <http://jbrassellportfolio.blogspot.com/>

Summary:

Artist and designer with over seven years of experience in concept design for video-games and illustration. Has proven ability to previsualize, develop image creation pipelines, and create finished visual assets alone or in a team environment.

Tools:

Digital: Adobe Photoshop, Adobe AfterEffects, Google Sketchup, Luxology Modo, and Keyshot.
Traditional: Pencil, Charcoal, Acrylics, Gouache, Oils, Ink, and Design Markers.

Skills:

- Concept Design: 2D and 3D concept pipelines
Design Specialties: Environments, Characters, Vehicles, and Finished Illustrations
- Illustration: Marketing, Mood Paintings, Key Scenes
- Fine Art: Atelier Level Figures and Still-lives
- Ability to collaborate on teams with art directors, art leads, seniors, and junior colleagues
- Responsible for own work drive, as well as helping the team achieve goals.

Employment History:

Freelance Illustrator- Wizards of the Coast (2012- Present)

- Magic: The Gathering- Card Illustrator
- Concepted and Illustrated Avatars for Magic: The Gathering, Duels of the Planeswalkers

Concept Artist- Warner Brothers Games SF (2014- Present)

- Worked on DC Legends: previsualization to launch
- Created style exploration, previsualization concepts, and level designs
- Created character designs for DC Legends to be modelled in 3D
- Created environment and prop designs for DC Legends
- Created portrait illustrations, skybox environment paintings, and UI action paintings for DC Legends
- Created character art and environments for unannounced I.P.'s
- Collaborated with 3D character artists, 3D environment artists, animators, engineers, art directors/art management, and creative directors to ensure the best art possible in game.

Illustrator- Pilot Studios (2013)

- Created Packaging and Marketing Illustrations for “Transformers: Age of Extinction” toy lines.

Marketing Illustration- Kabam (2013)

- Created Marketing Illustrations for various Kabam properties

2D Artsit- Kabam (2010-2013)

- Created style exploration, previsualization concepts, 2D assets, animations, and illustrations to launch "Glory Of Rome"
- Created mecha designs, environments, and 2D assets for live game "Edgeworld"
- Collaborated on IP development, Illustrations, Building Designs, and Environments for live title "Dragons of Atlantis"
- Created building designs and assets, illustrations, and character art for live title "Godfather:Five Families"
- Created character art for various I.P.'s

- Ability to collaborate and work effectively with art directors, leads, and junior colleagues
- Ability to develop image creation pipelines with peers, and supporting team members with deadline completion.

Freelance (2005- Present)

- Various personal commissions (i.e. album covers, posters, and a Darth Vader playing frisbee golf illustration)

Concept Art Consultant- Triad Toys (2009-2010)

- Designed 1/6th scale action figure characters
- Designed concepts for, and finalized, toy line logos

Concept Artist- New Era Games (2006-2008)

- Designed characters, creatures and vehicles for an independent game studio based in Fort Collins, CO

Miscellaneous Jobs (2002-2009)

Cashier, Construction, Barista, Taxi Driver, Satellite Image Technician

Education:

BFA-Painting, Colorado State University, Fort Collins, Colorado (2003- 2007)

Completion- Safehouse (Conceptart.org) Atelier fine art and concept design program with Carl Dobsky and Massive Black(2008-2010)

Achievements:

- Safehouse Atelier various shows 2008=2016
- September 2007 Southwest Art magazine "21 under 30:Meet 21 young painters with bright futures"
- Wildhorse Gallery, Steamboat Springs: Painting Exhibitions
- Artists Association of Northern Colorado National Show and Exhibition 2007 Exhibitor
- Eagle Scout