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My goal as an art director is simple: Be the foundation for the team to think creatively and on their feet, mentoring them in new skillsets, and challenging them to be the best artists they can be.

Associate Art Director

Storm8 2.2016 - current: Currently managing two leads, and a team of 10+ artists. Works across departments, specifically product management and content designers to create and implement polished features on live games. Helps to manage art requests and assists on branded IPs for Hasbro. Responsible for the Art Academy of the department, that exposes artists to new skillsets, offers training in life drawing/3D/UI, & exposes artists to potential leadership opportunities. Spent the last six months refining pipelines to streamline art handoff to producers and release managers.

Film/Story Artist

Independent Film Project 11.2015 - current: Currently working on the animatic for her independent film Rex: a story of a girl adopting a dinosaur instead of a dog. Quick sketching, storyboarding, concept phase near completion, animatic to be completed by early 2017. Final Film completion: late 2018.

Background Painter

Renegade Animation 12.2015 - 06.2016 - concepting and illustrating backgrounds at high fidelity and on a tight schedule for the second and third season of Tom and Jerry.

Lead Artist

Storm8 5.2012-2.2016 - Lead all live invest express games, helped support casual games, and insured quality of assets and features was done with a high level of polish. Used knowledge of animation and illustration to guide the visual style and look of Restaurant Story 2. Created style guides, gave feedback to a team of 10+ artists, and maintained quality on 6+ titles by giving feedback to the current outsourcing team. The result of my focused efforts has lead to outsourcing producers having a better work/life balance & streamlining pipelines. Helped train up a senior artist to lead position within the company.

Senior Artist

Crowdstar 6.2011 - 5.2012 - Artist & Animator for the Happy Game series including: Happy Island, Happy Pets, and Happy Aquarium. Helped mentor interns and game artists, create scheduling in conjunction with the lead artist. Worked closely with entire team (devs, producers, and programmers) to insure a cohesive quality of art assets, development of new features, and generating consistent new content.

Illustrator

Gazillion 10.2010 - 1.2011 - Created full color and/or inked illustrations for Gazillion's Superhero Squad with Marvel through Frogchildren Studios.

Character Designer

Nickelodeon Animation Studios 4.2010 - 5.2010 - Responsible for incidental character designs on Explorer Girls. One month contract. [Credited on IMDB](#)

Lead Artist

Meteor Games 11.2009 - 4.2011 - Responsible for the creation of animated and still assets for the flash based games. Promoted to Senior Artist and then Lead Artist, where I was in charge of a team of five artists under me, working with Viacom to produce the company's first licensed IP: Neopets: Treasure Hunters.

Character Designer/Visual Development

Made in Paradise Studios 11.2008 - 6.2009 - Responsible for the rough designs and final character packages for major and incidental characters as well as orthographics on [The Little Engine that Could](#).

Character Designer

Frog Children Studios/Disney XD 11.2008 - 12.2008 - Worked closely with art director at Frog Children Studios on concept designs for Disney's XD Avatar generator online, exploring different visual styles.

Sketch Artist

Topps & Upper Deck 11.2007- 01.2011 - Freelance work on licensed properties for New Line Cinema, LucasfilmLTD, and Marvel Comics. Official licensed artist for Star Wars, Lord of the Rings, Indiana Jones, and The Walking Dead. Executed sketches of known characters and likenesses approved by license owners.



References - Chris Lamb - 347-573-3785 Bryan Cash bryan.inho.cash@gmail.com

Education - Laguna College of Art and Design 2004-2007 Graduated Cum Laude: BFA in Traditional Animation

Guilds and Associations - Animation Guild (TAG 839) member since January 2009

Skills & Programs

Art Team Management -- 6 Years Game Art Direction -- 5 years Working with Licensed IP's -- 8 years

Storyboarding -- 4-6 years experience Visual development -- 5+ years experience

Mastery in Photoshop, Flash, Premiere Pro - Adept in Acrobat, Illustrator

Knowledgeable in Maya, Unity, After Effects