

# ERIC DAGLEY

[EricDagley.com](http://EricDagley.com)

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## SKILLS

- Illustration, vis-dev, and production art, creating versatile assets for a wide range of print, web, and in-game formats
- Concept art, developing new characters and creating skins/cosmetics that work with existing rigs and animations

## EXPERIENCE

### **Motiga, Inc., Bellevue WA** – *Illustrator/2D Artist (Gigantic)*

May 2015 – September 2017

- Produced character and environment illustrations, key art, screenshot paintovers for promos, and spot art across a range of styles.
- Developed unique art styles for different game needs, in collaboration with creative team.
- Created comps for web/print ads, posters, and banners.
- Drafted style guides and branding documents for use by 3rd party agencies to ensure consistency across *Gigantic* marketing materials.
- Designed 2D assets with UI/UX team for the in-game HUD, as well as various front-end tiles and banners.
- Created and workshopped concepts for heroes and skins with creative team.

### **Freelance, Bellevue WA** – *Illustrator/Concept Artist (Various)*

January 2012 – Present

- Produced promotional material and key art for books, albums, and comics, as well as concept art and vis-dev for games and software.

### **OPEN, LLC, Scituate MA** – *Illustrator/Concept Artist (Unreleased)*

April 2012 – January 2013

- Produced character, environment, and creature concept art for two unreleased game projects, as well as vis-dev for product pitches.

## TOOL PROFICIENCY

Photoshop, Illustrator, Procreate

## Favorite Games

TF2, XCOM, Overwatch, Hotline Miami, Mass Effect, Undertale, Titanfall, SpyParty