

Experience

Art Line Manager – DICE (EA Digital Illusions CE AB)

2014 – Present

- Mentor and develop the artistic talent of all artists within the Los Angeles studio from entry level to art director
- Foster a vibrant studio culture by bringing in guest lecturers, identify and facilitate training sessions, arrange field trips for research & reference, studio events
- Seek out and build relationships with external art studios to assist with production
- Drive staffing and recruitment to meet the needs of multiple AAA projects currently in development

Art Director - Electronic Arts

2007 – 2013

- Responsible for creating and maintaining the overall visual design for an entire project
- Composed creative briefs, style guides and art targets to communicate vision to all content creators
- Ensured that all visual elements of a project were up to the highest visual standards
- Directed images for magazine covers, box art, web media as well as art for internal and external presentations
- Gave written and video interviews to the press
- Inspire, empower and grow the careers of all artists on team

Environment Artist - Electronic Arts

2006 - 2007

- Created terrain bitmaps and 3D models for RTS environments
- Worked closely with level designers to visualize game play prototypes

Art Director - NovaLogic

2003 – 2006

- Envisioned, developed and maintained the aesthetic look for all in-house game development
- Provided 3rd party developers with artistic and technical feedback for Delta Force: Black Hawk Down on both the Xbox and PS2
- Identified and pursued good working relationships with several international outsourcing studios to supplement understaffed in-house projects
- Responsible for identifying and hiring artists with various experiences and skills

Art Manager - NovaLogic

2002 - 2003

- Managed and scheduled all in-house artists
- Assisted the game designers and mission builders in developing a comprehensive list of all art assets needed
- Participated in product reviews with senior management
- Created in-game models, animations and user-interface designs

Lead Artist - NovaLogic

2000 - 2001

- Worked with the art director to establish a unique and cohesive visual style
- Provided verbal and written feedback on all in-game models and textures

Senior Artist - NovaLogic

1997 - 2000

- Created both 2D and 3D graphics for PC, PS2 and Xbox titles
- Assisted other artists in developing different artistic techniques and processes
- Worked closely with the programming department to help engineer art tools

Artist - Microprose

1995 - 1997

- Created several user-interface motifs for award winning PC titles
- Worked with programming team to design and implement a 3D terrain system

Education

Maryland Institute, College of Art, Baltimore, Maryland

1989 - 1993

- Bachelor of Fine Arts, Painting

Training

Crestcom International, Bulletproof Manager Training Course

2004 - 2006

- Certificate of Completion

Exhibitions

Into the Pixel 2013

Art Direction on "Junkyard" - Command & Conquer / EA

Speaking Engagements

Siggraph, Los Angeles

2010

- Part of a panel discussion hosted by Electronic Arts called "*Getting In The Game*"

Notable Shipped Titles

Battlefield 4 – Dragon's Teeth DLC / 2014 / DICE / Electronic Arts / Multiple platforms

- Line Manager

Command & Conquer 4: Tiberian Twilight / 2010 / Electronic Arts / PC

- Art Director

Command & Conquer 3: Tiberium Wars / 2007 / Electronic Arts / PC / Xbox 360

- Environment artist

Joint Operations Escalation / 2004 / NovaLogic / PC

- Art director

Joint Operations Typhoon Rising / 2004 / NovaLogic / PC

- Art director

Delta Force 1 / 1998 / NovaLogic / PC

- Artist

Civilization 2 / 1996 / Microprose Software / PC

- Artist

References

Personal references and a complete list of shipped titles are available upon request.