



## Graphic Artist & Animator

### SKILLS

- Animation (*Flash / Sprites / Banners / Corporate*)
- Game Asset Creation (*Tilesets, Sprite Sheets, UI*)
- Illustration (*From technical manuals to childrens' books.*)
- Photo and Image Retouching and Manipulation

### SOFTWARE PROFICIENCY

- Cosmigo ProMotion 6.5 (Pixel/Bitmap Editing)
- Adobe CS5.5 (Photoshop, Illustrator, Flash, InDesign)
- Blender 2.6 (Intermediate, used mostly for prototyping)
- Pencil & Paper Pro 64-bit (Sketching is all-important!)

### PROFESSIONAL BACKGROUND

**FREELANCE GRAPHIC ARTIST** – 2002 to Present (most prominently from 2008 onward)

*Animation / 2D Vector, Raster, and Pixel Art / Illustration / Graphic Design / Flash / Iconography*

#### RECENT PROJECTS:

- **We Come Together (Official Goldfish Music Video)** – *Mike Scott Animation* – 2011 – Pixel Art  
I worked on several character animations under the direction of animator Mike Scott for this heavy-retro-game-referencing pixel art video. **Link:** [We Come Together \(OFFICIAL\) on YouTube](#)
- **Crouching Monkey Hidden Chow (Hangover Pt. 2)** – *Soap Creative & Warner Bros.* – 2011 – Pixel Art  
Player character, enemies, obstacle, and intro artwork and animation. **Links:** [Browser Version](#) | [iOS Version](#)
- **Sealers** – *Studio Drowtales* – 2011 - Flash  
Brought animation to the pre-illustrated tower defense/wave survival game player characters and enemy units by reconstructing prepared PSD files in flash and bringing them to life through the use of Inverse Kinematics (bone rigging) as well as conventional keyframing techniques. Additionally, animating game over/game start screen graphics and creating new spell effects were an extension to my role on the core team. **Link:** [Sealers Game](#)
- **Elemental War (In-Development)** – *Stormweavers* - 2010-2012 – Pixel Art  
Animating and creating original character and asset designs, as well as bringing animation life to pre-existing art. After initial contract pieces were completed, the work was liked to the point of asking that I stay on board to fix and reimagine animations that were created by previous contractors. Eventually led to a steady partnership and work batches for months to come until all graphics for the game were completed. **Link:** [Stormweavers](#)
- **Fantasy Tales Online (In-Development)** – *Benoit Girard* – 2011 – Pixel Art  
Monster/Character design and animation. **Link:** [Fantasy Tales Online](#)
- **Forge (In-Development)** – *Quill O' The Wisp* – 2008-2010 – Pixel Art  
Animation of characters, props, interactions, and cutscenes for pre-made characters and objects, as well as creating new and original ones. **Link:** [Forge](#)
- **Prophecies of Nnar (In-Development)** – *HolyMonkey Studio* – 2012-Present (fluctuating) – Raster Art  
Character concept design and final deliverable artwork illustration. **Link:** [HolyMonkey Studio](#)
- **Castle Runner (Working Title, In-Development)** – *Pixelated Milk* – 2011-2012 – Pixel Art  
Creating all artwork and animation for environment, object, characters, and tilesets. **Link:** [Pixelated Milk](#)
- **“Project ColorBuffer” (Working Title, In-Development)** – *Max Lim* – 2011 – Raster Art  
Taking pre-existing mascot graphics and animating different idle, emotional, and situational reaction states to indicate progress and other cues. Additionally created scenery and UI elements for use in mobile environments.
- **Catchus (Working Title, In-Development/Halted)** – *Startacus* – 2009-2010 – Pixel Art  
Creation of hero, creature, and enemy sprites and animations based upon rough concepts that were provided.

**For Graphic Design and other non-gaming/animation work experience, please inquire for my separate resume.**