

Concept Artist

ROBERT SMITH

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Objective

Experience as a studio concept artist, believe that would be a valuable member of any team. Spent many years working with established brands such as Star Trek, Champions, and Golden Axe.

Skills

3 D Modeling, Rendering.

Work Experience

Concept Artist

ABC Corporation - February 2006 - January 2014

- Created concept designs for various in-game objects.
- Responsible for creating concept designs both character clothing and environments.
- Provided art direction for concept art created by outsourcing vendors.
- Supervised the creation of model sheets, providing photo reference and instructions for technical guidelines.
- Assisted in art direction and training to junior internal artists.
- Focused on this project was character art.
- Responsible for modeling character assets such as hairs, props, and full-body assets.

Concept Artist

Delta Corporation - 2005 - 2006

- Quick sketch and illustrate background concepts for Night at the Museum franchise Quick sketch and illustrate key characters for Night at the Museum .
- Concept Artist for "Champions Online," "Star Trek Online Creatures of Night" and a yet-to-be-announced next-gen game Worked on several projects as.
- Produced artwork to aid in the development of story, environment, and character designs.
- Produced artwork to aid in the development of fully realized 3d models for various games and projects.
- Artwork includes black & white and color sketches, turnarounds, orthographics, as well as completed 2d ingame assets and textures.
- Projects included Roaming Fortress, and several other unreleased projects.
- I helped to create creature concept turn arounds for the MOBA "Blue Harvest Supernova";.

Education

Studied figure drawing, oil painting and sculpture - 2002(Academy of Art University - San Francisco, CA)