



# CARL B. MASON

## CONCEPT ARTIST

### OBJECTIVE

To obtain a position of Concept Artist in a reputed organization where I can practice my skills and education.

### JOB EXPERIENCE

Concept Artist, 2016 - Present  
Archrok Entertainment

- Worked with the Art Director and Designers to turn ideas into compelling and appropriate concepts for the game.
- Collaborated with other team members in order to develop the visual direction for the game.
- Created believable, relevant concept art for characters, environments, props, and effects.

Concept Artist, 2014 - 2016  
ZeniMax Online Studios

- Contributed to the pre-visualization process as a visual problem-solver, actively participating in creative discussions and reviews with team members of many disciplines.
- Developed highly detailed artwork for use in marketing and monetization efforts.
- Provided aesthetic direction for other game elements (props and characters) as required.

Concept Artist, 2012 - 2014  
Framestore

- Discussed and visualized ideas that supported the game design and the world story.
- Created clear, detailed concepts to communicate the game vision to the Art Team.
- Maintained consistency of the appropriate style across a project, under the direction of the Art Director.

### PERSONALITY

Neat & Well-organized  
Independent worker  
Works well with deadlines  
Collaborative and efficient  
Motivated by problem solving

### EDUCATION

Bachelor's Degree in Fine Arts,  
2012, American Jewish  
University, Bel Air, CA