

Montgomery Street, [REDACTED] CA 94105  
[REDACTED] - resumesample@example.com

## SUMMARY

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Currently working for [REDACTED] and have worked here for almost 2 years. My job is to create original content for slot machines. Before I worked for Geeva Games as lead artist in [REDACTED] designing games for Facebook. Worked for Disney Mobile Gaming Studios making games for cell phones. As for University I spent 8 years learning fine arts, character design, animation in 2D and 3D. I have worked as a professional artist for the last 15 years from graphic design to game creation. I am well versed in [REDACTED] Illustrator, [REDACTED] Zbrush, After Effects and work well when learning new software.

## HIGHLIGHTS

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- Photoshop
- Illustrator
- Maya
- Zbrush
- After Effects
- Working with Cintiq or Wacom tablet
- Word
- In Design
- Rally
- Story Boarding
- Character Designer
- Animation
- Environmental Painting
- UI Design
- Concept Art
- Game Development
- 2D Pixel art and animation

## ACCOMPLISHMENTS

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Slot games and project I have designed working for Phantom EFX:

Rain Forest, Grave Robber, GoldFinch, Treasure of the Vikings, [REDACTED] the Riveter, Ghost Stories Lobby, Sprockets, Reel Cute, [REDACTED] Time Travel [REDACTED] backgrounds, and much more internal cooperation with other departments.

Work I have done for Geewa Games in [REDACTED]

Concept work for and development for 8 Ball Pool live, Design all accessories for their Avatar maker and interface, Advertisement, [REDACTED] design and development, and [REDACTED]

Work for Disney Mobile Game Studios in [REDACTED]

Wizard of Micky mobile, PURE Mobile and Turok Mobile, Trained new employs in the art of pixels.

This is all the game related work I have done I also have a background in advertising and graphic design for the web, but I have been doing games for the last 10 years.

## EXPERIENCE

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03/2012 to Current **Game Developer Artist**

**Take-Two Interactive Software – [REDACTED] WA**

[REDACTED] currently employed at Phantom EFX who is owned by [REDACTED] [REDACTED] We design Slot machine for the internet, I work in the original content where we box titles for retail. My job is to deliver graphic and animation for programmers'. I really enjoy the people and work. We have a great working environment.

04/2007 to 04/2010 **Lead Artist**

**Take-Two Interactive Software – [REDACTED] CA**

I was the only artist in this company at the time and handle anything for game development to advertising. We did a lot of [REDACTED] programming so I created mostly vector art. It was a good job and Czech people are good hard workers. Left because moved back to [REDACTED]

09/2004 to 02/2007 [REDACTED]

**Disney Mobile Game Studios – City, STATE**

Was the Lead Artist helping train new artist and designed mobile games, animations and art.

## EDUCATION

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### Fine Arts

**South West Community College** - Burlington, IA

Here I studies fine arts, painting, sculpting, life drawing and gesture drawing. This was not a degree program I was only there to learn art and spent 2 years there.

### Graphic Design and Illustration

**Hawkeye Tech Community College** - Waterloo, IA

Here I learned the basics of illustration and graphic design.

### Computer Animation for Digital Media

**Colorado Art Institute** - Denver, CO

Studies here for 3 years. Learn how to work in 3D space and fundamentals of animation. I did not finish do to personal matter.

### Graphic Design and Illustration

**Hawkeye Tech Community College** - Waterloo, IA

Here I learned the basics of illustration and graphic design.

### Graphic Design

**Al Collins School of Graphic Desgin** - Phoenix, AZ

Here I studies graphic design, fundamentals of design, color theory and basic web design. This was not a degree program and I spent one year there.