Lou Holsten Artist/Designer

425.761.7299
lou.holsten@gmail.com

SKILLS

UI Design/Development, Website Design/HTML/CSS, Storyboarding, Graphic Design, Concept Design, Illustration, 3D Modeling/Texturing

SOFTWARE

Photoshop, Illustrator, Sketch, Flash, XUI, After Effects, 3D Max, Maya

WORK EXPERIENCE

UI/UX Designer
TailoredMail
September 2013 – Present

Design/HTML/CSS for websites and emails
Motion graphics videos and animated ads
Print design for booth displays

Freelance Storyboard Artist
April 2013 – September 2013

Created game and film storyboards

UI Artist
Microsoft
May 2009 – April 2013

Worked on the user interface design and development for:
Full House Poker
Xbox Live Sports Hub
ESPN
MLB.tv

Freelance 3D Artist
September 2006 – May 2009

Created 3D characters, clothing, and props, for games such as:
Harmonix - Guitar Hero 2 (PS2, Xbox360)
Flagship Studios - Hellgate: London (PC)
Harmonix - Rock Band (Xbox360, PS3)
The Collective - Dirty Harry (Xbox360, PS3)
Gearbox Software - Borderlands (Xbox360, PS3, PC)
Gearbox Software - Aliens: Colonial Marines (Xbox360, PS3, PC)
Lionhead Studios - Fable 2 (Xbox360)
Blue Omega - Damnation (Xbox360, PS3, PC)
WildFire llc - CthulhuTech (Tabletop)

Character Artist
Cranky Pants Games
April 2006 – September 2006

Character Artist on Destroy All Humans 3 (Xbox360, PS3)
Modeled and textured characters

Character Artist
iBase Games
January 2006 – April 2006

Character Artist on Sam Suede: Undercover Exposure
Modeled and textured characters

3D Artist
Ballena Technologies
August 2004 – December 2005

Modeled/textured sports stadiums to exact scale
Created flash banners

3D Artist
Corona Leonis Entertainment Inc.
2003 – 2004

Modeled and textured props

WORKSHOPS

Rad Sechrist How To School
Figure Invention for Animation
2013 – 2013

Rad Sechrist How To School
Storyboarding for Feature Animation
2013 – 2013

EDUCATION

Digipen Institute of Technology
3D Computer Animation
2001 – 2002