



ALTON CHANEY
ARTIST + DESIGNER + HUMAN



TABLE OF CONTENTS

ABOUT ME		02
OLYMPIC GAMES		03
CALLAWAY		04
TAYLORMADE		05
RAID&RUIN		06
POLYPLANE		07
URBAN SPRAWL		08
9LIVES		09
GAME ICON COLLAGES		10
GAME OVERRIDE		11
HORIZON WELL		12
CONTACT		13



ABOUT ME

1989-NOW

MEDIA NERD | MASTER OF STORIES | ART OVERLORD

Crafted in the last moments of the 80s, arguably the greatest decade in existence, it wasn't long before I got a hold of a pencil and paper, and started drawing recreations of my favorite comicbooks. Twenty-three years worth of movies, TV shows, and videogames later I still press on with my trusty pencil, dabbling in multiple areas of art and design, including interactive design, digital illustration, and game/software development.

LIKES



DISLIKES



SKILLS





COPY U contest WIN A TRIP TO THE LONDON 2012 SUMMER OLYMPIC GAMES

OLYMPIC GAMES 2012

MOBILE DESIGN | SOCIAL INTEGRATION

This iPad application allows fans of the Olympic Games to attempt recreations of iconic Olympian photos and enter them into a competition to win a trip to the 2012 London Olympic Games.



GOLF EQUIPMENT

UXPLORE

CUSTOM FITTING

TOUR

RETAIL LOCATOR

SHOP

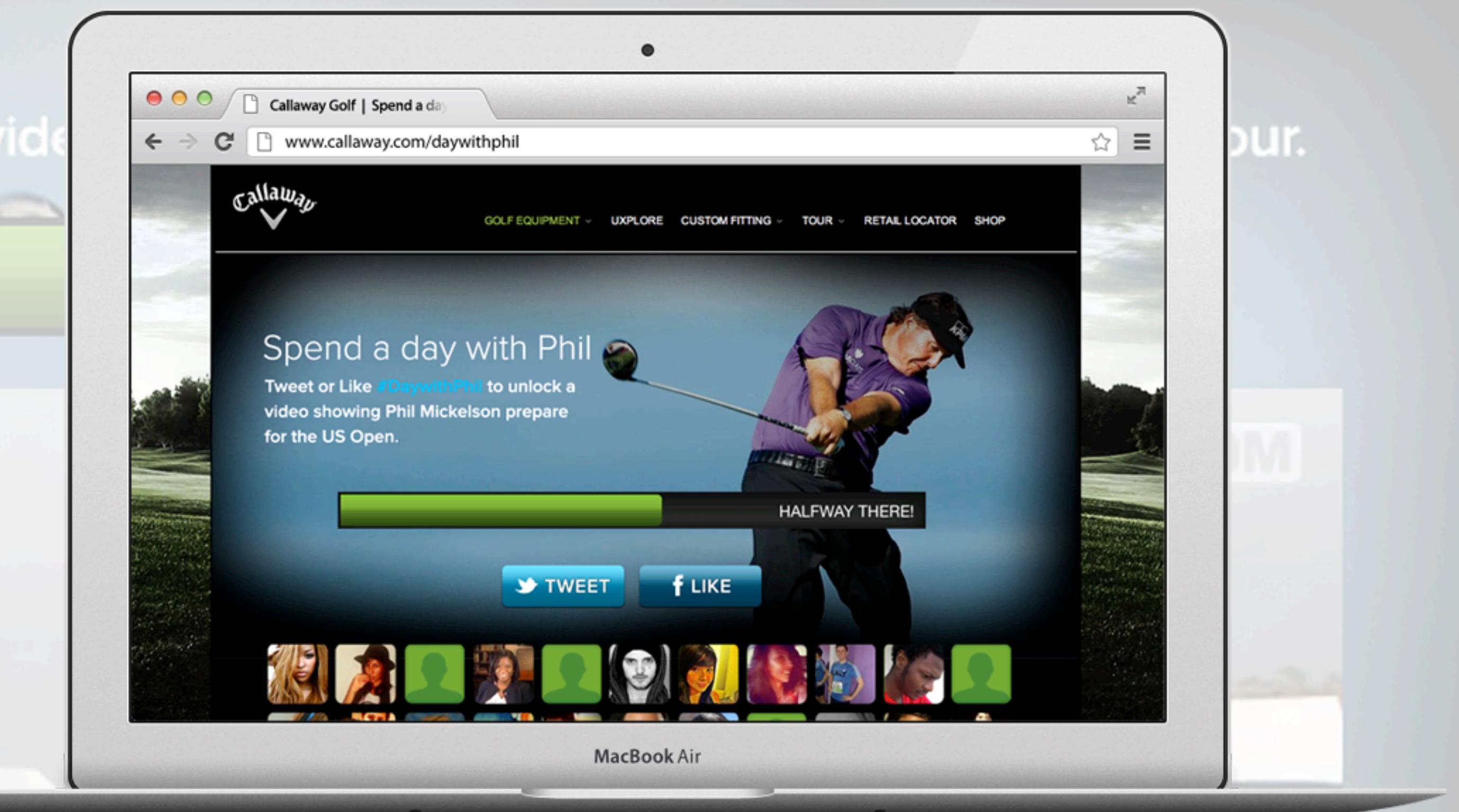
Spend a day with Phil

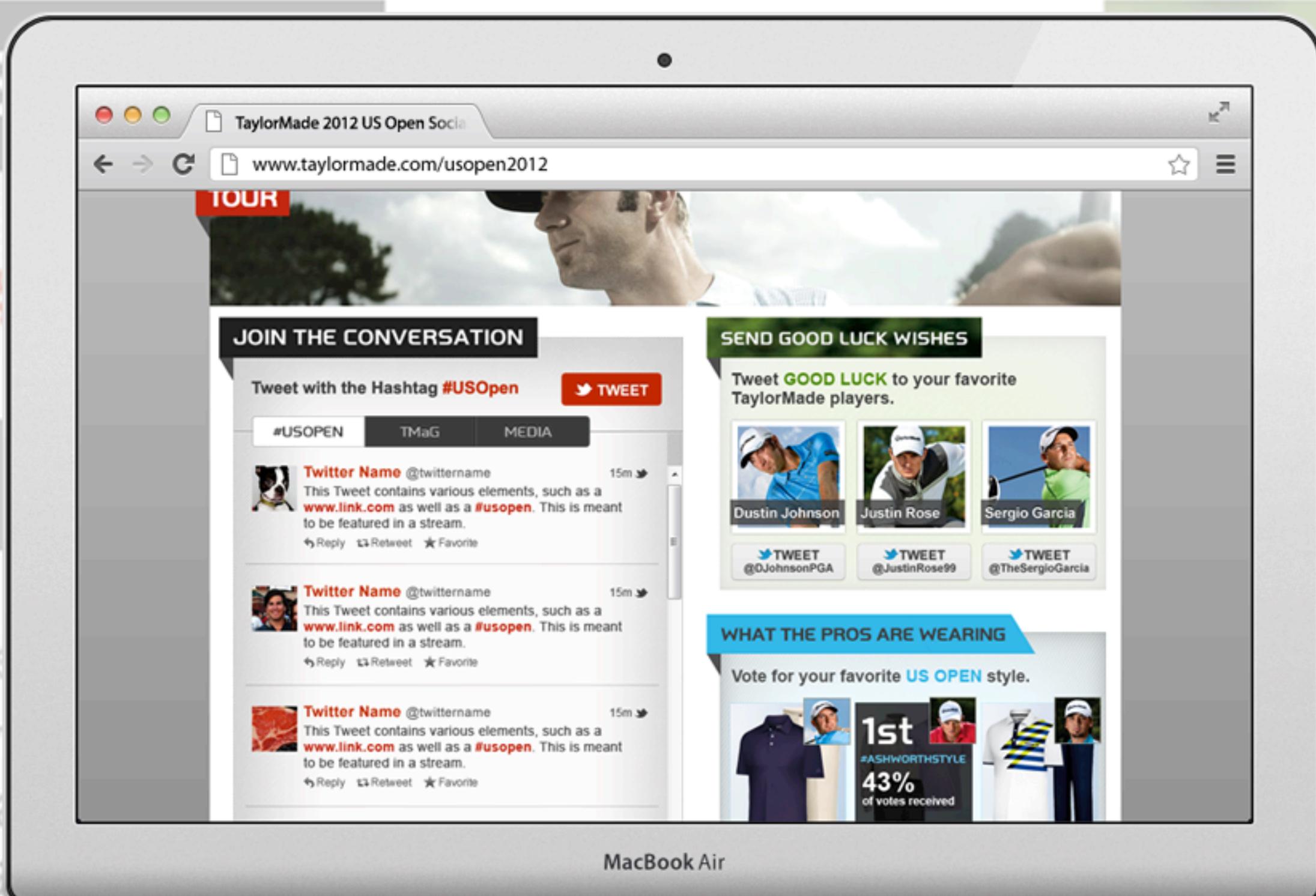
Fans on Facebook and Twitter unlocked this video.

CALLAWAY 2012

WEB DESIGN | SOCIAL INTEGRATION

A 'Flock-to-Unlock' landing page where viewers could Tweet to help unlock exclusive videos by golf pros and celebrities such as Phil Mickelson and Justin Timberlake.





SEND GOOD LUCK WISHES

Tweet **GOOD LUCK** to your favorite TaylorMade players!

TAYLORMADE

2012

WEB DESIGN | SOCIAL INTEGRATION

This 'Social Hub' acted as a one stop page for viewers of the PGA Tour who were looking to connect with other users as well as players sponsored by Taylormade.

Dustin Johnson

Justin Rose

Sergio Garcia

TWEET
@DJohnsonPGA

TWEET
@JustinRose99

TWEET
@TheSergioGarcia

RAID&RUIN

2012-2013

ILLUSTRATION | GAME DEVELOPMENT

A boss-fight-centric action game which tasks the player with controlling a group of heroes against bosses using a variety of tactics and strategy, currently in development for PC and Mac.



MacBook Air



MacBook Air

POLYPLANE

2013

ILLUSTRATION | GAME DEVELOPMENT

A multi-level maze game where portals allow the player to navigate between up to 10 'floors' of a maze, adding a new level of difficulty to the traditional maze game.

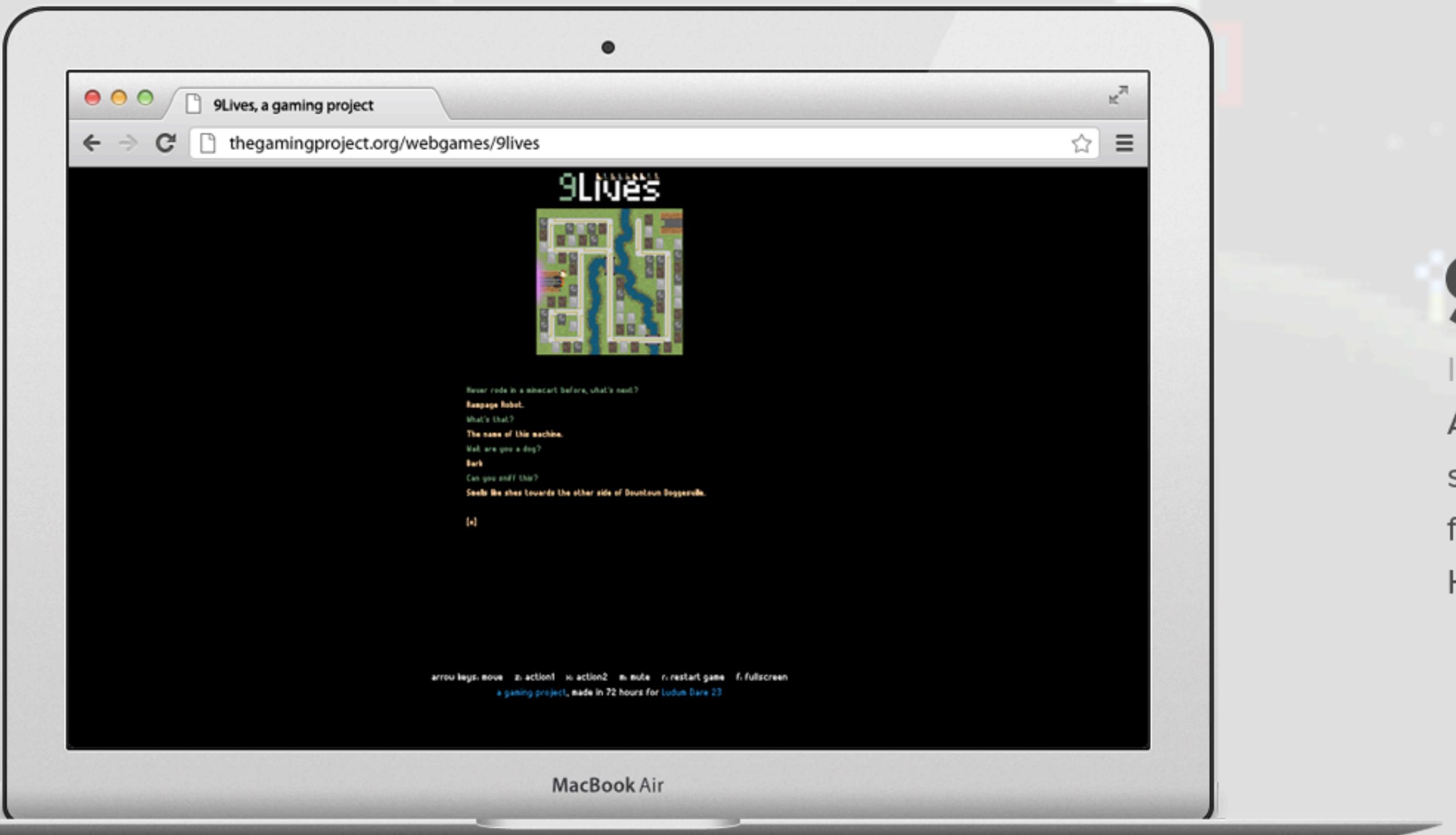
URBAN SPRAWL

2012

ILLUSTRATION | GAME DEVELOPMENT

In this city building simulator, a race against the clock unfolds as the player is forced to build various institutions for an ever growing city. Currently in development for Android and iOS.





9LIVES 2012

ILLUSTRATION | GAME DEVELOPMENT

An adventure that sees the player journey through space, time, and the lands in between on a quest to find Kary the Cat's missing girlfriend, developed for HTML5 in 72-hours for a game dev challenge.

GAME ICON COLLAGES

2011

ILLUSTRATION | ART CAMPAIGN

These designs, printed on a variety of media, are iconic symbols from Half-Life 2, The Legend of Zelda, and Minecraft, all made up of hundreds of small icons from each game.





GAME OVERRIDE 2012

BRAND DESIGN | EDITORIAL DESIGN

This news source is dedicated to providing the latest in videogame and related technology news, featuring a large video component which includes a number of weekly series.

HORIZON WELL

2011

BRAND DESIGN | ART DIRECTION

Provider of a mobile oil well logging software, letting drillers know the various statistics regarding currently running wells or ones currently being dug, all from their mobile devices.





PRIMARY MODES OF SOCIALIZATION



@altonchaney



alton.chaney@gmail.com



512-743-5130