Mike Sullivan

ABOUT THE ARTIST

Mike Sullivan was born outside of Buffalo, NY where his penchant for drawing and painting showed at an early age. In the 5th grade, his family moved to Syracuse, NY thus providing him the opportunity to take weekly art classes at The Everson Museum of Art and focus on figure drawing.

Three years later, Mike's family moved to Detroit, MI where his high school art teacher introduced him to the latest painting techniques and materials. Impressed by his work, she secretly submitted his portfolio to renowned art college, Center for Creative Studies, in downtown Detroit. Mike was accepted and majored in Illustration and Fine Arts.

Sullivan's education and desire to return to the New York area led him to explore a graphic design career in Manhattan while continuing to develop his painting technique and style. He successfully worked with well-recognized computer software companies such as IBM, NEC Corporation, and Ericsson. Sullivan created graphics and animations for Nintendo/Sega/Sony games including The Simpsons, Home Alone, EA Sports, and Star Trek.

Mike began taking classes and workshops at legendary The Art Students League of New York near Central Park. His illustration work appeared in several magazines and need Sullivan photo

publications around the world during this time.

Mike later served as an Art Director at ad agency DMBB before moving to the West Coast. In Southern California, he refined his powerful style and began offering his paintings to private collectors, professional sports teams, corporations, institutions, TV broadcasts, and other special events.

His original paintings, as well as his limited editions, are featured in many venues, honorary places, and private collections around the world.

Mike's work continues to grow as he focus on the human figure in sports and play, as well as other subjects created in his unique, "chiseled" style of painting.



Pinnacle Artists

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