

# Eli Bogomolny

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## EDUCATION

### UNIVERSITY OF PENNSYLVANIA

MAJOR: DIGITAL MEDIA DESIGN

Expected Graduation: Spring 2020

GPA: 3.2/4.0

### COURSEWORK

Interactive Computer Graphics\*

Data Structures and Algorithms

Statistics / Probability\*

Linear Algebra\*

Calculus III

3-D Modeling and Sculpture\*

Digital Illustration

\*current

## SKILLS

### LANGUAGES

Programming:

Java • C++ • OCaml •  $\text{\LaTeX}$

Foreign:

Russian (fluent) • Spanish (moderate)

### SOFTWARE

Adobe Photoshop • Adobe Illustrator •

Maya • Blender • Microsoft Office • Git

## HOBBIES

Pixel Art -

(Have been doing pixel art for about 6 years, and really enjoy the medium for making art for both 2D and 3D games)

Digital Painting -

(Self-taught in Photoshop, and have practiced digital painting since I got my drawing tablet about 5 years ago)

Playing Guitar -

(Took lessons for 4-5 years in classical guitar when I was younger, but now I enjoy playing whichever songs I listen to just for fun)

Skateboarding -

(I bought a cruiser skateboard in high school and take it out to the nearest well-paved hills every now and then)

Competitive Swimming -

(Swam competitively for 10 years, during which I trained with my team for 18 hours a week and competed in state and national-level meets throughout high school)

## EXPERIENCE

### MEGA CAT STUDIOS | FREELANCE ARTIST

Summer 2017

- Created artwork for real NES games (background tiles and sprites)
- Needed to follow the technical restrictions of the NES for the artwork to display properly using the built-in indexed palette
- Worked with a group of in-house artists to match their desired style and vision of the games

### WAYFORWARD TECHNOLOGIES, INC. | FREELANCE ARTIST

July 2016

- Created a 2D mockup of a game screenshot for a video game pitch
- Followed specifications given by the Game Director to show as much gameplay as possible in the scene

### INDEPENDENT FREELANCING | 2D GAMES ARTIST + ILLUSTRATOR

Late 2015 – Present

- Created artwork for several games and other projects with small studios and individuals
- Specialize in backgrounds, but I've also done a bit of animations and FX
- Designed promotional artwork for a gaming community based in Hong Kong

### ACADEMY OF ART OF HIGHLAND PARK | ASSISTANT ART COACH

Sept 2015 – June 2016 | Highland Park, NJ

- Taught young practitioners techniques with different media (watercolor, wax pencil, graphite, and inks)
- Responsible for helping students understand fundamental theory of basic shapes, light, and shadows, and progressing to more advanced topics as they completed projects in the studio

## PROJECTS

### FIREBIRD May 2017 - Present

Currently working as the solo artist on a 3D game called "Firebird." The game is built in Unity3D, so I was responsible for creating 2D game assets that would look engaging in a 3D space. This includes the character sprites and concept artwork, a parallax scrolling background, and FX animations. As the only artist on the development team, I had to make sure everything was cohesive and readable. A playable demo is set to be publicly available later this year.

### CONCERTS AT SUNRISE 2015-16 School Year

Organized monthly concerts for the elderly at the Sunrise Senior Living of East Brunswick, NJ. I teamed up with a friend that played piano and another that sang opera to perform both classical music and famous hits that the audience greatly enjoyed.

### LUDUM DARE #34 ENTRY

Collaborated on a simple 2D fighting game called "Ultimate Panda" with a friend from Denmark. I created the background art, sprites, and animations, while he worked on the programming in Game Maker Studio. We placed 36th in the "Fun" category and 37th in the "Graphics" category out of 2,866 entries.