

## **Jacob Cassell**

*Born November 28, 1994*

*Currently lives and works in San Jose, California*

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Jacob Cassell is an emerging artist, working primarily in digital art and miniature painting. He often employs video game motifs, pixel art, and fantasy and scifi in a new media art style.

## **EDUCATION**

Junior at San Jose State University, Digital Media BFA Program

## **COLLECTIONS**

Private Collection, San Jose CA

## **STATEMENT**

I never really considered myself an artist. I gave up the idea of a career in engineering and science to follow my passion of creating video games. To bring about my visions of immersive player experiences, I work in the mediums of 3D modeling, architecture, miniature painting, and level design. My science background influences my work through a desire for precision and mechanical and biological realism and accuracy in the pieces I create. I am influenced from European mythologies, typically English, Nordic, Celtic, and Finnish Mythologies, as well as the occult and creations based on these tales of magic like Warcraft or the works of Tolkien. Another source of inspiration and influence are the works of H.P. Lovecraft and the elements of cosmic horror based on it in western science fictions like Star Wars, Starcraft, and superhero movies like the recent Dr. Strange. I am also influenced by the sleek and classic art of James Bond. Because of my drastic career shift, the stories I wish to tell within the interactive media that I wish to create are centered around a strong respect for nature and life and a respect for being true to one's self about interests and passions.