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## Art Producer Resume

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### Job Objective

Seeking Art Producer position where I can effectively use my talents and skills in this field to make a positive influence on the future of company.

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### Highlights of Qualifications:

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- Outstanding knowledge of the principles of art
  - Profound knowledge of industry tracking and scheduling tools
  - Good understanding of 2D and 3D art and animation processes
  - Proficient with Adobe Photoshop, 3DS Max, Maya, and other 3D software packages
  - Ability to manage the various art teams associated with gaming and entertainment
  - Ability to capture, edit and produce rendered CGI cinematics and video content
  - Strong concept, modeling and texturing skills
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### Professional Experience:

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Art Producer, April 2008 – Till Date  
Think Services, Miramar, FL

- Designed the basic artwork for animation process and prepared the art schedule.
- Prepared reports on the status of the project ensured that the art project is delivered on time.
- Monitored the resources in the studio such as software and hardware to ensure that the project requirements are met.
- Prepared the weekly schedules for each of the artistes and describe the work to be completed.
- Coordinated with the director and producer to complete the project on time.

Art Producer, January 2004 – March 2008  
Electronic Arts Ltd, Miramar, FL

- Assisted in strategic planning of the department to complete the process.
  - Interpreted the various design documents and create the scope and development of the same.
  - Coordinated with the Creative Director and helped in the marketing and games team.
  - Managed the project by helping the art team and asset team in the marketing process.
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### Education:

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Bachelor's Degree in Game Development, Governors State University, University Park, IL

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