
Lead Artist Resume

Job Objective

Seeking an opportunity to work with growing company as a Lead Artist.

Highlights of Qualifications:

- Substantial experience in producing design in 2D and 3D formats
 - Immense knowledge of 2D asset development and 3D character creation
 - Excellent knowledge of modelling, texturing, character setup, animation and effects
 - Ability to design and resolve various visual design issues
 - Ability to coordinate with artists and followed directions
 - Wide knowledge of web standards and associate technologies
 - Familiarity with UI, color theory, motion graphics, layout, and typography
 - Proficient with Maya, Photoshop, ZBrush, game design pipelines and tools
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Professional Experience:

Lead Artist
Rocket Gaming Systems, Ellaville, GA
August 2012 – Present

Responsibilities:

- Administered visual designs from conceptualization to implementation.
- Developed various art assets and prepared effective interface for the game.
- Maintained professional relationships with stakeholders for development projects.
- Prepared video composite for various project animations and effects.
- Monitored and performed edit to Maya dynamic system.
- Prepared and assisted in promotion of print media activities.

Lead Artist
WMS Gaming Inc., Ellaville, GA
May 2009 – July 2012

Responsibilities:

- Designed and export various assets as per required specifications.
 - Prepared graphics across various mobile products as per required illustrations.
 - Developed appropriate project guidelines for production associated activities.
 - Analysed various concepts and if required adapted to style changes for projects.
 - Evaluated game milestones across multiple projects and maintained quality standards.
 - Supervised efficient working of concept artists and performed risk analysis.
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Education:

Bachelor's Degree in Fine Arts
Philander Smith College, Little Rock, AR

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