

## ▶ OBJECTIVE

My goal is to create refreshing, innovative video games by pushing the Visual and Technical envelope, while maintaining the highest quality possible.

## ▶ SKILLS

Traditional Drawing, Marker Rendering, Illustration, Concept Design, Interface Design, Package Design, Motion Design, Animation, Graphic Design, Surface Modeling, Lighting, Texture Mapping/Painting, Matte Painting and Compositing

## ▶ SOFTWARE

- ▶ **Primary:** Production and Expert use of: Adobe Photoshop, Illustrator, After Effects and Alias Maya, Softimage XSI
- ▶ **Secondary:** Mudbox, Apple Shake, Viz RT, Corel Painter, Adobe Premiere, Final Cut Pro, Crazy Bump, ATI CubeMap, Dreamweaver, Flash, Fireworks, 3-D Studio Max 3.0 and several studio-centric proprietary tools.
- ▶ **Operating Systems:** Windows, Mac and Unix

## ▶ EXPERIENCE

### ELECTRONIC ARTS CHICAGO

March 2004 - 2007

*Art Director - Environments*

Contact: Josh Tsui 312.399.2168

- ▶ **Marvel (currently untitled)** - Managing and concepting the design, production, look and feel of the Target Xvideo and the next-gen fighting game for XBOX 360 and Playstation 3.
- ▶ **Fight Night Round 3** - Lead Environment Artist, concept design, modeling, photogrammetry, texturing and lighting.

### SOL DESIGN FX

May - July 2005

*Designer / Animator*

Contact: Chris Markos 312.706.5500

- ▶ **Disneyland** -50th Anniversary Television Commercial - Visual Development, Animation and Compositing
- ▶ **Dell** - 4th of July Sale Television Commercial - Visual Development, Animation and Compositing

### THE GNOMON WORKSHOP

November 2004 - Present

*Art Director / Designer / Animator / Instructor*

Contact: Alex Alvarez 323.978.0803

- ▶ **Training DVD Instructor:** Create, develop, record and edit content for DVD entitled: **Photoshop for Digital Production: Essential Techniques for Film, Broadcast and Games**
- ▶ **The Gnomon Workshop** - Art Direction, Package Development, Graphic Design and Animation for all Instructional DVD's, Company Identity, Web site and Print Materials

### NEW WAVE ENTERTAINMENT

July 1st - September 12th 2004

*Freelance Designer/ Animator*

Contact: Robert Bateman 818.295.5000

- ▶ **Disney Channel** - Toon Disney Network Rebrand - Visual Development, Storyboards and Animation
- ▶ **Joe Q Public** - HBO: INSIDE THE NFL halftime report - Visual Development, 3-D Animation and Compositing

### REALITY CHECK STUDIOS

May 2003 - May 2004

*Artist / Animator / Designer*

Contact: Kory Jones 323.465.3900

- ▶ **Harold & Kumar Go to White Castle** - Compositing and Cleanup
- ▶ **50 First Dates** - Motion Design for Commercial Movie Trailer spots
- ▶ **Jersey Girl** - Compositing and Cleanup
- ▶ **Terminator 3** - DVD Commercial Spots - Graphic and Motion Design
- ▶ **X-Men 2** - DVD Commercial Spots - Graphic Design, 3-D Particle Effects, Motion Design
- ▶ **ESPN - Sports Center Redesign** - 3-D Production, Design, and Texture Creation

## ▶ EXPERIENCE CONT.

### *Reality Check Studios Continued*

- ▶ **Superbowl XXXVIII** - (2004) Reliant Stadium Jumbotron Opening Sequence - Storyboards, 3-D Modeling, Lighting, Texturing, Animation, and Compositing
- ▶ **CBS Sports** - Football Spots - 3-D Production, Design, and Texture Creation
- ▶ **U.S. FIRST** - Visual Development, 3D Modeling, Animation and compositing
- ▶ **Real-D** - 3-D Real-time Stereoscopic Theatre Spots – 3-D Modeling, Texturing, and Motion Design

### **GNOMON SCHOOL OF VISUAL EFFECTS**

*Art Director / Instructor*

**November 2002 - April 2004**

Contact: Alex Alvarez 323.988.2111

- ▶ **Gnomon School - Instructor:** Create and develop 5-week class entitled: Introduction to Compositing with Adobe After Effects in 2004/2005 terms
- ▶ **Gnomon School** - Art Direction, Design and Management of Web site and Advertising

### **FIRST MEDIA WORKS INC.**

*Senior Designer*

**August 1999 – June 2001**

Contact: Lowell Munz 630.551.1731

- ▶ Art Direction, Design and Production for over 20 interactive online web sites and games for many ABC, CBS, ESPN and Clear Channel radio affiliate Web sites including Radio Disney, ESPN, KROQ New York and KLOS

### **NuFX Inc. (Recently acquired by Electronic Arts)**

*Lead Artist*

**October 1993- July 1999**

Contact: Unavailable due to acquisition

- ▶ **NBA LIVE 2000** - (Nintendo 64 and Sony PSX): Direction, Texture Maps, 3-D Modeling, Design, Production
- ▶ **NBA LIVE '99** - (Nintendo 64): Direction, Texture Maps, 3-D Modeling, Design, Production
- ▶ **PGA TOUR '98** - (Sony PSX): Direction, Front End Design, Texture Maps, Rotoscoping, Direction, Texture Maps, 3-D Modeling, Design, Production
- ▶ **NBA LIVE '97** - (Sega Genesis and Super Nintendo): Direction, Management and Production of Front End, Motion Design, and Player Sprite Animations
- ▶ **Lode Runner** - (Sega Genesis): Graphic Production, Sprite Animation

### **BRIAN A. RICE INC.**

*Artist / Animator*

**September 1991- September 1993**

Company Dissolved

- ▶ **SHANGHAI II** - (Sega Genesis): Art Direction, Sprite Animation, Graphic Production
- ▶ **INSTRUMENTS OF CHAOS: Starring Young Indiana Jones** - (Sega Genesis, Sega CD): Sprite Animation, Background Design, Graphic Production
- ▶ **HOME ALONE** - (Sega Genesis): Sprite Animation, Background Design, and Graphic Production
- ▶ **TAZ II: ESCAPE FROM MARS** - (Sega Game Gear): Sprite Animation, Background Design, and Graphic Production

## ▶ EDUCATION

**Gnomon School of Visual Effects, Hollywood, California**

**October 2001 – May 2003**

Enrolled in Full-time Certificate Program focusing on 3-D using Maya

**College of DuPage, Glen Ellyn, Illinois**

**June 1991-1993**

Focus on Education and Illustration

## ▶ PERSONAL INTERESTS

Entertainment, Traveling, meeting new people, experiencing culture. Also competitive volleyball, anime, comics, composing music, and causing mass destruction while playing games.