

Chris Clark

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Objective

To push my boundaries and passionately pursue 2D digital art as a career by creating original artwork to the best of my abilities.

Programs

- Adobe Photoshop
- Illustrator
- Spine
- Spriter
- Flash
- Premiere Pro
- InDesign
- After Effects
- Autodesk Maya
- Zbrush
- 3DS-Max
- Corel Draw
- Painter
- Unity
- MS Office

Skills

- Character Design
- Concept Art
- Digital Painting
- Animation
- Game Assets
- Vector, Raster, 3D
- Level Design/Layout
- Backgrounds/Environments
- UI and Design
- Traditional Art and Sketching

Employment History

Lead 2D Game Artist/Animator Feb 2014-Present

Tynker (Full-time Telecommute): San Fransisco, CA

- Responsible for artistic style and creative direction of graphics
- Characters, concepts, animations, backgrounds, assets, design
- Tynker teaches kids to code through playing & building games

Colorist Oct 2013-Jan 2015

Outlaw Miniatures (Contract): Phoenix, AZ

- Color paintings of card art and larger cover/poster art for the "Wild West Exodus" game series

Concept Artist/Animator Oct 2013-April 2014

ASU Learning Sciences Inst. (Contract): Tempe, AZ

- Concepts and characters for 2D & 3D educational games
- 2D Motion comic, game assets, 3D texture skinning, promotional art, designs

2D Game Artist July 2013-Oct 2013

Gamezand (Full-time): Glendale, AZ

- Characters, concepts, animations, UI, backgrounds, logos, flash ads, style guides, and assets
- Worked closely with CEO and Game Designer

Art Director April 2013-June 2013

Acme Prints (Full-time): Tempe, AZ

- Oversaw entire art process for Separations/Screenprinting
- Worked on multiple projects simultaneously under tight deadlines and delegated to other artists

2D Game Artist May 2011-Feb 2013

Broken Bulb Studios (Full-time): Scottsdale, AZ

- A Lead Artist on Miscrits, the Co.'s highest profiting game
- Worked closely with CEO and Art Director
- Characters, animations, level designs, assets, backgrounds, and concepts for Miscrits and Lost Moons

Senior Illustrator Oct 2004-Feb 2009

Action Illustrated (Full-time): Scottsdale, AZ

- Completed 1000s of images for large catalogs of artwork
- Fulfilled custom art orders for clients, acquiring details of projects & personally finalizing
- Worked with a team of artists to meet deadlines for clients

Education

Bachelor of Arts 2009-2012

Herberger Institute for Design & the Arts: Tempe, AZ (ASU)

- Digital and Traditional Art Studies, 2D & 3D, Game Art Club
- Graduated Summa Cum Laude, Dean's list, Golden Key NHS

References

References are available on request.