

Innovative and respected visual artist with more than a decade of experience creating high-resolution textures and promotional artwork for renowned Hollywood studios. Experience in producing 3D marketing assets for the entertainment industry, designing promotional materials like press releases, websites, in-store display, posters, toys, books, and DVDs for critically acclaimed productions like Teenage Mutant Ninja Turtles and Paw Patrol. Experience leading multiple surfacing teams on many titles such as: "Voltron" and "Fast and the Furious Spy Racers"

Sharp eye for detail and passion for Photoshop. Consistently produce on-brand artwork within tight deadlines. Keen communicator with the ability to lead creative vision across international teams in competitive film industry. Poised to lead a creative department as an Art Director for a major entertainment studio, game studio, or toy company.

Areas of Expertise include:

- Substance Painter
- Adobe Creative Suite
- Autodesk Maya
- Vray Renderer
- Foundry Mari & Nuke
- Zbrush
- Digital Painting
- Photo Retouching/ Photo Manipulation
- Texture/ Shader Writing
- Hard surface Modeling/ UV mapping
- Photography/ Lighting
- Costume design/ Seamstress

Professional Experience

DREAMWORKS ANIMATION • Glendale, CA • March 2014 – Present

VISUAL DEVELOPMENT - LEAD SURFACING ARTIST

Director of surfacing and creative design for in house as well as remote overseas studios. Popular titles include:

"Fast and Furious: Spy Racers"
"Jurassic World: Camp Cretaceous"
"Dragons: Rescue Riders"
"Boss Baby: Back in Business"
"All Hail King Julien"
"Voltron: Legendary Defender"
"Spirit Riding Free"
"VeggieTales in the House"
"The Adventures of Puss in Boots"
"Dinotrux"

Execute daily design for popular children's and family titles; lead creative direction for team of hundreds of international designers. Managing workflow and look development in a fast paced environment. Establish brand standards and artwork timeline; collaborate with Art Director and other creative teams to deliver assets within timeline and budget.

Nickelodeon Animation Studios • Burbank, CA • May 2007 - December 2016

3D MARKETING ARTIST

Produced high definition images for promotional material, such as press releases, social media ads, toy boxes, posters and more. Directed color, posing, lighting and compositing.

"Teenage Mutant Ninja Turtles"
"PawPartol"
"Blaze and the Monster Machines"
"WallyKazam"

Lead Texture artist

All shows have been nominated for Emmys, over 20 wins in total.

“Monsters vs. Aliens”

“Robot and Monster”

“Penguins of Madagascar”

“Fanboy and Chum Chum”

“Tak and the Power of JuJu”

ROBIN PICCONE SWIMWEAR • Los Angeles, CA • December 2014

PHOTO EDITOR, FREELANCER

Month-long consultation on photo edits and retouching expertise for swimwear company's line in December.

- Edited a catalog of photos for the December 2014 swimwear line; shots used for promotion on web and in store at Nordstrom and received commendation from product managers

LIQUID DEVELOPMENT GAMES • Portland, OR • Jan. 2007 – April 2007

MODELER AND TEXTURE ARTIST

Freelanced for interactive gaming company. Provided modeling, UV/normal mapping, and texturing services.

- Created several assets for various cellphone and PlayStation games including the original “Rock Band.”

NEW YORK STATE SCOOOL DISCTRICK • Port Jervis, NY • Nov. 2006 – April 2007

COMPUTER SCIENCE TEACHER

Educated elementary through high school students on how to use and apply computer technology for the arts.

- Developed curriculum and taught students for one academic year; students learned and advanced their knowledge and skills in computer applications, specifically Adobe Suite.

Education & Professional Memberships

Bachelor of Science in Computer Animation
FULL SAIL UNIVERSITY | Winter Park, FL |

Fine Arts Courses, INDIANA UNIVERSITY OF PENNSYLVANIA | Indiana, PA

Academy of Television Arts & Sciences (ASIFA) | Member

Women in Animation | Member