

Dave E. Phillips

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Profile

Career Objective

To collaborate with developers who are expanding the borders of the medium and raising the bar artistically with each title.

Personal Profile

As a game developer, I've had the opportunity to work on multiple platforms including handheld and console. My experience in 2d/3d production has provided extensive knowledge of the game development pipeline that I apply to my preproduction and visual development tasks. Working with members of all disciplines, I create art that is tuned to the needs of my stakeholders and audience. I've spearheaded art pipelines and philosophies that increase understanding of core artistic concepts for both the executive and production staff. These efforts have also improved the transition from idea to asset, keeping the game vision firmly intact and elevating style and quality consistency.

Skills & Software Summary

- Concept Art
Character, Environment & FX
- Storyboarding & Animatics
- 2D Animation
- 3D Modeling & Texturing
- Photoshop & Painter
- Zbrush & Topogun
- After Effects
- Flash
- 3ds Max

Experience

Vicarious Visions, Inc.

Senior Concept Artist
2005 – Present
Titles:

- Unannounced Title
IP Development
- Unannounced Title 360/PS3/Wii
Preproduction
- DJ Hero 3DS
- Band Hero DS
- Marvel Ultimate Alliance 2
360/PS3
- Mixed Messages DSi
- Guitar Hero 3 Wii
- Spider-Man 3 Wii/PSP
- Transformers: Autobots DS
- Transformers: Decepticons DS
- Tony Hawk's Downhill Jam DS

RHED Pixel

Motion Graphics Designer & Animator
2004-2005

- Designed and produced award-winning motion graphics and a character animation for clients such as the American Diabetes Association and America Online.

Education

THE ART INSTITUTE OF WASHINGTON – Arlington, VA
Bachelor of Fine Arts in Media Arts & Animation, 2005

NORTHERN VIRGINIA COMMUNITY COLLEGE – Alexandria, VA
Focus: Fine Art, 1998 - 2002