

EXPERIENCED ART DIRECTOR**WITH EXPERTISE IN GAME DEVELOPMENT, CHARACTER ILLUSTRATION & ANIMATION**

Highly prolific, creative, and detail-oriented Art Director with over 15-years' experience in game development, character design, and illustration. Proven ability to create high-quality animations and designs; manage multiple projects; set priorities; and lead teams to ensure quality, style and deadlines are met. Strong individual and team communication skills, with the ability to take and give direction in order to establish creative direction and goals. Proficient in Windows operating system with expert-level knowledge of Adobe Flash and Photoshop.

PROFESSIONAL EXPERTISE

Art Direction	Game Design & Development
Background/Environment Design	Illustration
Character Design	Marketing Art
Conceptual & Visual Design Development	Project Management
Digital Painting	Prop Design
Flash Animation	Traditional Animation

PROFESSIONAL EXPERIENCE**NICKELODEON GAMES GROUP****April 2009 to July 2014****Associate Art Director of Game Development****Glendale, CA**

- Assisted in the development of various online and console games including Teenage Mutant Ninja Turtles: Rooftop Run, Monkey Quest, Scribble Hero, and SpongeBob Moves In.
- Collaborated directly with producers, engineers and game designers to help visualize and develop game designs and characters.
- Lead the creative development of new interactive product concepts including video game concept design and game identity.
- Managed creative team and artists to ensure consistent creative content across all properties.
- Coordinated efforts with outsource companies to keep art on model.
- Maintained high-standards of artistic creativity and timely delivery of all design requests.

NICKELODEON GAMES GROUP**February 2005 to April 2009****Associate Art Director, Neopets****Glendale, CA**

- Responsible for the look and feel, exploration, conceptual and visual development of website.
- Managed and collaborated with a team of 28 artists to maintain the Neopets website in order to produce consistency in designs across all assets.
- Managed project workflow to ensure rough, revised and final designs were completed within assigned deadlines.
- Created characters in difference styles to match the game's art direction with specific emphasis on the established style.
- Participated in translating content and site characteristics into design concepts and layouts.
- Resolved all design problems with creative supervisors.
- Assisted in the development of the Neopets next generation game, Tales of Neopia.

dv92126@gmail.com**NICKELODEON GAMES GROUP****October 2002 to February 2005****Lead Artist, Neopets****Glendale, CA**

- Designed character, prop, background, illustration, cartooning and animation for website.
- Created Neopets book, magazine, toy, package, poster and trading card designs.
- Translated project details and creative direction into unique design, animation and layout solutions.
- Built and followed character models to ensure continuity of design and adherence to art direction.

CORNERSTONE ANIMATION**October 2001 to September 2002****Flash Animator & Background Designer, Veggie Tales****Glendale, CA**

- Created character animation in Flash 5.0 and Flash MX.
- Oversaw optimization and debugging to fix issues raised by testers.

CARTOON NETWORK**November 2001 to January 2002****Character Development, Party Wagon****Burbank, CA**

- Designed characters, props, and model sheets for Craig Bartlett pilot.
- Assisted in the character cleanup of all storyboards.

NEOPETS.COM**December 2000 to October 2001****Character Design & Illustrator, Neopets****Glendale, CA**

- Responsible for character development, character design and cleanup, illustration, product design and color in Photoshop and Flash 4.0/5.0.
- Ensured technical and artistic quality of assets once they were imported into the game.

NICKELODEON**April 1998 to November 2000****Character Design, Hey Arnold! TV Series & Movie****Burbank, CA**

- Responsible for character design, turnarounds, model sheets, mouth charts, prop designs and storyboard clean-ups.
- Supported the art team in developing the graphical content for series and movie in close collaboration with development team.

HYPERION STUDIOS**January 1998 to February 1998****Background Painter, 1001 Nights****Glendale, CA**

- Animated backgrounds and characters using watercolor, reading x-sheets and creating pencil tests.
- Collaborated with technical leadership to establish a clear and concise visual strategy.

EDUCATION**Joe Kubert School of Cartoon and Graphic Art****September 1995 to May 1997**

Concentration in Animation and Comic Art

Dover, NJ

Massachusetts College of Art**September 1990 to May 1994**

B.F.A. in Illustration

Boston, MA

AWARDS**The World Animation Marathon**, Best Character Design**The Animation 2000**, Third Place**REFERENCES AVAILABLE UPON REQUEST****ONLINE PORTFOLIO:** www.davesteen.net