

**Richard Green**

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Art and Design Lead with over 25 years of experience designing and producing 2D & 3D artwork & motion graphics for video game, aerospace, medical, and industrial design industries.

## **Skills and Experience**

### **Cinematic/Motion Graphics Artist:**

Responsible for storyboard-to-finished creation of 3D animated sequences using high-resolution 3D models with texturing, fx design & creation, matte painting, editing, soundtrack & sound editing, image compositing, lighting, and rendering. Also designed and created packaging artwork, commercial ads, game title and company “flying logos.”

### **Senior Environment Artist:**

Design, construction and implementation of 3D props, vehicles, interiors, & textures for over 25 shipped game titles. Created level maps, asset creation and placement, optimization, & lighting in game engine.

Created **motion graphics movies**, UI screens, shot live action photographs & composited with CG elements.

Art directed, scheduled & supervised in-house & outsourced art staff.

Advised on hiring, scheduling and budgeting decisions.

### **Technical Illustrator/Concept Artist:**

Produced 3D renderings & animations from technical CAD drawings & data.

Produced artwork for posters, packaging, and other marketing media.

Designed and rendered environments, props and vehicles based on game requirements.

### **Industrial Design:**

Concept sketches, prototype mock-ups of foam, wood, clay, foam-core, cast urethane, fiberglass; oversight of manufacturing prototypes and machine tools, presentation renderings, and blueprints.

**Software: 3DS Max, Photoshop, After Effects, Premiere, Illustrator, C4D, Maya, 3D Sculpting, AutoCad**

### **Professional Accomplishments:**

Winner of “**Neutrino Prize**” in CERN/ATLAS worldwide animation competition.

Selected as poster artist for **30<sup>th</sup> Anniversary of U.S. Air Force Space Command**.

**Selected by The Space Foundation as featured artist for 25<sup>th</sup> Annual Space Symposium in 2009.**

Selected as poster artist for **The Space Foundation's** Space Symposiums for 2012, 2013 & 2019.

Artwork has appeared in many books, including *Elemental* and *Expose 1* (Top Award for “Transportation” category), and in magazines such as Popular Science, Starlog, and Scientific American.

## **Employment**

**Artbot** - Sole-Proprietorship, 1/88-Present (ongoing)

*Designer & Freelance artist/illustrator*

U.S. Air Force Space Command

The Space Foundation

Paccar

Loctronix

Lucas Learning, Ltd.

Maxval Drawings

Mondolithic

Design Annex

Soo Hoo Design

**Cat Daddy Games/2K Games** - Kirkland, WA, 11/10-1/18

*Senior Environment/UI/FX/Motion Graphics Artist*

**Sony Online Entertainment** - Bellevue, WA, 10/07-7/10

*Senior Environment/Concept Artist*

**Gas Powered Games** - Redmond, WA, 5/06-8/07

*Cinematics Artist*

**Z-Axis/Activision** – San Mateo, CA, 7/04-3/06

*Environment Artist*

**Totally Games** - San Rafael, CA, 6/98-3/04

*Senior Artist (Environment/Concept/Cinematics)*

**LucasArts Entertainment Company** - San Rafael, CA, 5/93-12/97

*Senior/Lead Artist*

**Mondo Media/ Mechadeus** - San Francisco, CA, 1992/1994

*3D Artist*

**Argyle Design** - Emeryville, CA, 1990/1993

*Industrial Designer*

Designed products, created illustrations and blueprints, built dimensional study models and supervised prototyping and manufacturing.

## **Education**

**Art Center College of Design**

Bachelor of Science, Industrial Design 1988.

Goldenwest/Orange Coast Community Colleges

Associate Arts Degree, Film-making/art and general studies.