

Richard Green

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I am a passionate and experienced **Design & Creative Lead** with over two decades of experience in the gaming and graphics arts industries. As an **Art Director** and/or **Senior Environment Artist**, I have designed and implemented 3D environments, vehicles, props, and textures for over **two dozen game titles** (both console & mobile). I have led teams of artists towards the successful completion of game projects, demonstrating my ability to effectively manage and motivate a team while also setting a high bar for quality. I have been recognized for bringing in multiple large projects on or under budget, and on-time.

In my role as a **Cinematic/Motion Graphics Artist**, I've typically been responsible for the entire process of creating 3D animated sequences, from story-boarding to layout, design, modeling, animation, and rendering.

As a **Technical Illustrator** and **Concept Artist**, I have produced 3D renderings and animations from technical CAD drawings, creating artwork for posters, packaging, and other marketing & social media.

Art Director/Senior Environment Artist:

Worked with corporate partners and license holders on worldwide brands and assets.

Design, construction and implementation of 3D interiors, vehicles, props, & textures for over two dozen 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.

Design & Creative Lead with over two decades of experience producing 2D & 3D artwork, motion graphics & packaging, and industrial/concept design for video game, aerospace, medical, and retail products. Experience leading small "strike teams" toward completion of game projects.

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."

Graphics & Packaging Design and Photography

Designed and created artwork for retail SKUs including PoP boxes, retail SKUs, hanging packaging, Elasti-tag and label wraps. Extensive product photography of SKUs for catalog, website and PoP displays. Trade show banners and large scale displays, including video.

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.

Software: 3DS Max, Blender, C4D, Unreal, Unity, After Effects, Photoshop, Illustrator, Premiere

Professional Accomplishments:

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

Selected as sole graphic artist for **30th Anniversary of U.S. Air Force Space Command.**

Selected by The Space Foundation as featured artist for 25th Annual Space Symposium in 2009.

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

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

Television appearances on *Good Morning America* and *News for Kids*.

Was a featured speaker at Game Developer's Conference.

Employment

Artbot - Kirkland, WA, 4/97- Current

Freelance Designer/Motion Graphics Artist/3D Animator/Illustrator for a diverse array of clients

Mythical Games - Seattle, WA, 8/22-12/23

Art Director, In-game assets and UI & Marketing artwork and animation

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

Senior Environment/Motion Graphics/UI & FX 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

Education

Art Center College of Design

Bachelor of Science, Industrial Design, focus on Product Design

References available upon request.