

## Nate Abell

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Portfolio: [https://nate\\_abell.artstation.com/](https://nate_abell.artstation.com/)

Sketchfeed: <http://imagineassasin.tumblr.com>

### Art Relevant Work Experience

#### **2012-Present**    ***Freelance***

**Pitch Illustrator** Rune: Ragnarok Human Head Studios AD James Sumwalt

**Concept Artist** Wasteland 3 – InXile Entertainment AD Charlie Bloomer

**Concept Artist** Conceptopolis AD Aaron Hubrich

**Background Illustrator** Agents of Mayhem - Powerhouse Animation AD Danny Moll

**Concept Artist/Illustrator** Torment: Tides of Numenera - inXile Entertainment AD Charlie Bloomer

**Concept Artist** Descent: Underground - Redfly Studios and Descendent Studios

**Concept Artist/Illustrator** Various Projects - Motion Logic Studios AD John Kubasco

**Concept Artist** Weapon Concept Design - ADG Weapon Systems

**Illustrator** Hex - Hex Entertainment AD David Pursley

**Illustrator** Solforge - Stoneblade Entertainment

**Concept Artist/Illustrator** SPAZ 2 - Min-Max Games

**Illustrator** Summoners War – Lone Shark Games AD Brian Beyke

**Illustrator** LOTR CCG - Fantasy Flight

**Illustrator** Shadowrun PNP RPG - Catalyst Games

**Illustrator** Poxnora - Sony Online Entertainment

**Illustrator** Might and Magic: Duel of Champions - Ubisoft Quebec

**Illustrator** The Narrative Game System – Venture Land Games AD Vince Venturella

**2D Artist** (On-site contract) Chaos Moon Studios – Concept and Illustration AD Chuck Wadey

#### **2017-Present**    ***Co-owner StoryForge LLC***

Developed a business to crowdfund monthly content for tabletop RPGs on Drip. Worked with other co-owners to insure delivery of art, writing, design and final content. Managed business.

#### **2016-Present**    ***Art Director – The Climate Mobilization***

Manage volunteer artists and supercharge marketing materials including newsletters, websites, videos, and research papers.

#### **2009-2012**    ***Production Assistant – Conceptart.org/The Art Department – Austin TX***

Supported online marketing, production, video editing, set up and breakdown of events, market research, and errand running.

#### **2009**    ***Contract Artist (In house)– Challenge Games – Austin TX***

**Apr-July** Supported the art and marketing departments with game assets, web design, newsletter design and mass emailing. Creation of in-game 2D items and creatures.

#### **2009**    ***Production Intern – Heatwave Interactive – Austin TX***

**Feb-Mar** Supported Director of Development, Dave Prout, with meeting records, marketing research, art assets, and general office duties. Worked with art team to develop art skills, and concept process.

### Education

#### **2010-2012**    ***Full Ride Scholarship to The Art Department***

#### **2005-2008**    ***BA – Digital Arts, Illustration – University of Wisconsin Parkside – Kenosha WI***

Resident Adviser for my junior year, my first consequential leadership role.

President and founder of the Game Developers Union, the first game development club on campus.

#### **2001-2005**    ***HS Diploma – Cedar Grove-Belgium High School – Cedar Grove WI***

### Proficiencies

Adobe Photoshop - Advanced

Modo - Intermediate

Adobe After Effects – Basic