

**Mike Phillips****Art Director / Concept Artist**

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I have worked professionally in the video games industry for over 17 years, in several positions, including concept artist, lead concept artist, and in recent years have held art director positions for various projects and organizations. With an educational background in Graphic Design, Photography and Traditional Animation, and years of experience working on successful products, I bring a well-rounded knowledge of art, management and organizational skills to the projects I am involved with. I can successfully direct and motivate small or large teams of creative individuals- from various game development disciplines- to deliver quality products.

**PROFILE:**

- professional experience in establishing and maintaining artistic vision for titles and products while using various skills-both hands on asset creation and managerial skills
- can effectively work and direct all art disciplines of video game art production, working in various art styles and genres
- High level/preliminary concept design and production concept design experience including screenshots, characters, environments, vehicles and props, UI and illustration- working on style and on budget
- can effectively communicate and work with other game development departments, upper management and publishers to deliver quality art with appeal, purpose, and story
- efficient setup, motivation and management of in house art resources and outsource resources including scheduling, assignment preparation, written or verbal direction/critiques, sketch-overs/paint-overs, performance reviews, and positive mentoring
- excellent organization and people skills with the ability to bring all the levels and areas of art together to meet the goals and requirements of a given product on budget and on schedule

**WORK EXPERIENCE:****May 2017- Present****Art Director- Oxide Games- Timonium, MD**

- responsible for establishing and maintaining the artistic vision for an unannounced AAA title currently in development
- working with all development teams to facilitate the development and production of consistent and concise art assets for use in game and marketing presentations
- hands on concept design and screenshot work as required
- assignment preparation, reviews and critiques of artwork, sketch-overs, paint-overs etc.
- assist in the building of the art team for the company to not only support the unannounced title currently in development but for future projects as well

**October 2008- May 2017****Assistant Art Director/Concept Lead- Zenimax Online - Hunt Valley, MD**

- responsible for assisting in the establishment and maintenance of the artistic vision for Elder Scrolls Online, Expansion and DLC products, as well as marketing and merchandising materials
- art director duties including working with all development teams to deliver consistent and concise art assets to facilitate production and release of the game
- lead concept responsibilities to ensure production and delivery of concept design of characters, environments, props and equipment via scheduling, assignment preparation and critiques to keep ahead of production teams in a tightly scheduled environment
- high level design work as well as production concept art including thumbnails, rough sketches, colour comps, final paintings and orthographic views

**November 2000- October 2008**

**Senior Art Director/ Lead Concept Artist- BreakAway Games Ltd.- Hunt Valley, MD**

- Visualization and concept art for pitches and internal projects in development
- Lead Concept Artist, Art Direction for unpublished Action Adventure title- Infinity Group
- Lead Concept Artist for "Command and Conquer- Kane's Wrath"- EA Games
- Concept Artist, Art Direction- "Battle for Middle Earth- Rise of the Witch King"- EA Games
- Art Director/Concept Artist/Illustrator for collectible card game – "Mythic Palace" –Infinity Group
- Concept Artist for "Arabian Lords"- Infinity Group
- Art Director/Concept Artist, "Cooligans" -project developed for Microsoft
- Art Direction/Storyboards for early development of "Code Orange"
- Concept/Storyboard Artist, "Project Splash" -unpublished project developed for Microsoft
- Lead Artist/Concept Artist, "Civilizations III, Conquests"- Firaxis
- Lead Artist/Concept Artist, "Emperor Rise of the Middle Kingdom"- Sierra
- in various concept roles, responsible for establishing and /or maintaining style of titles using thumbnails, sketches, colour samples, concept paintings, colour keys, storyboards, mood pieces for environments, characters, props, vehicles, logos, icons, etc.
- management of in house and outsource concept resources
- As Art Director/Lead artist responsible for: concept drawings, 3d asset production, artist revisions, critiques, staff management and reviews, freelance outsourcing scheduling, interfacing with Design and Programming departments

**January 2000- April 2000**

**TV-Animation- Animation Artist- Copenhagen, Denmark**

- Designer for series in development "Egils Saga"
- Background design and painting, Rough animation

**June 1999- August 1999**

**Canuck Creations, Toronto, Ontario**

- Layout Artist for "Prodigal Son"- Feature film
- Layout Artist for "Spunky goes to the Circus"- CBS

**April 1999- August 1999**

**Cuppa Coffee Animation- Toronto, Ontario**

- Storyboard Artist for "Super Why"- PBS

-Conceptual Design Artist and Animator for "Crashbox"- HBO

**November 1998- March 1999**

**Gerhard Hahn Filmproduktion GmbH- Berlin, Germany**

-Designer for "Simsalagrimm"

- Location Design, Character Design/Model Sheet Artist

-Story Board Revision

**July 1998- September 1998**

**MTV Animation-New York, New York**

-Layout Artist for "The Daria Show"

**November 1993- Present**

**Freelance Artist**

-Various Animation, concept design, Graphics and Illustration jobs

-Concept design, character design, animation, storyboards, web design, sign making, airbrushing, graphics, illustration

See Credit List for full professional credits.

## **EDUCATION:**

August 1996-April 1998

Algonquin College-Nepean, Ontario, Canada

-Animation, 2 year Diploma, with Honors

Relevant Courses: Animation, Design, Computer Animation, Production, Life Drawing

August 1993- April 1995

Georgian College of Applied Arts and Technology-Barrie, Ontario

-Graphic Design, 2 year Diploma, with Honors

-Relevant Courses-Graphic Design, Computers, Typography, Illustration, Life Drawing, Communications, Photography

-2nd place in 1994 Scholarship Show, Curry's Award for excellence in illustration in 1995 Scholarship Show

September 1988- June 1993

Barrie North Collegiate-Barrie, Ontario

-O.S.S.D.

-Relevant Courses: Art, English, Math

-Art work displayed in McLaren High School Graduate Show

## **SKILLS:**

-Knowledge and experience in effective Art Direction and in managing art teams of various sizes and skillsets/disciplines

-Knowledge of concept design principles, animation principles, design principles, colour theory, perspective, aesthetics

- Imagination and creative storytelling ability through conceptual art production, storyboarding, effective use of camera angles, staging, mood, composition, balance and appeal
- Knowledgeable with the following computer applications: Photoshop, Alias Sketchbook Pro, Painter, 3DS Max, some Maya, MS Office applications.
- Execute artwork in various mediums, digital and traditional
- Interact and communicate effectively with co-workers, clients and publishers in a decisive and professional manner
- Responsible, dependable, organized, hard-working, team player
- Strong management abilities effective, communication, mentoring, quality assurance (revisions and critiques) and respect for others

**ACTIVITIES:**

- Drawing, painting, video games, movies, reading
- Freelance concept design, graphic design, illustration
- Jogging, biking, fishing, hiking, camping, travel

**REFERENCES:**

- Upon Request