

Contact

dnakayam@gmail.com

www.linkedin.com/in/davidnakayama (LinkedIn)

www.davidnakayama.com/

(Portfolio)

www.facebook.com/pages/David-Nakayama-Art/1414940192072624

(Other)

Top Skills

Digital Painting

Illustration

Photoshop

Publications

Digital Painting Techniques Vol. 4

Advanced Photoshop Magazine
#126

Advanced Photoshop Magazine
#129

David Nakayama

Freelance Illustrator and Concept Artist | Marvel Cover Artist | Art Director

Honolulu, Hawaii

Summary

Professional illustrator with broad experience in the video game, illustration, and comic book fields.

15+ years as a professional illustrator

10+ years in game development

Particularly interested in marketing art, concept art, and cover/packaging illustration opportunities.

Experience

Marvel Entertainment

Cover Artist

April 2013 - Present

I design and illustrate cover artwork for comic publications including X-MEN, DEADPOOL, SPIDER-MAN, ANT-MAN & THE WASP, GUARDIANS OF THE GALAXY and many others.

Jam City

Art Director

July 2017 - Present

San Francisco, California

As the founding artist on HARRY POTTER HOGWARTS MYSTERY—now available for iOS and Android!—I personally designed the game's art style and created most of its pre-production assets (character concepts and orthos, environment concepts and textures). Currently, I manage the artistic direction of the game, providing daily feedback for all its art assets, and I personally create marketing illustrations such as key art and app icons. Following the Jam City acquisition of TinyCo and becoming Art Director for all of 2D, I also perform the same functions on MARVEL AVENGERS ACADEMY, now celebrating its 2.0 content upgrade.

davidnakayama.com

Freelance Illustrator
August 2003 - Present
Berkeley, CA

Recent clients:

- MARVEL. (See above)
- VOLTA. Illustrations for unannounced new game title.
- UPPER DECK. Illustrations for trading cards, fine art prints, and unannounced new game title.
- SPINMASTER. Illustrations for unannounced new game title.
- OFFICIAL PLAYSTATION MAGAZINE-UK. Cover and poster art for 2018 and 2019 Preview Issues
- FLATBUSH ZOMBIES. Album cover art.
- PHOTOSHOP CREATIVE. Feature tutorial for issue 145.
- ADVANCED PHOTOSHOP MAGAZINE. Cover art and featured tutorial for issues 126, 129.

Past:

- ZENESCOPE ENTERTAINMENT. Cover art for the Grimm Fairy Tales and Wonderland series.
- CORVUS BELLI. Package and cover art illustrations for the popular INFINITY miniatures game.
- MAJOR LEAGUE SOCCER. Player illustrations for World Cup web campaign.
- NIKE. Provided illustrations for apparel, including a College Football Championship t-shirt.
- DISNEY. Created cover illustrations for the DVD box set releases of X-Men: The Animated Series (Volumes 1-5) and Iron Man: The Animated Series.
- ZYNGA. Delivered outsource artwork for Fishville, CityVille, and Hidden Chronicles.
- 3D TOTAL. Authored 3-part tutorial series (comic book penciling, inking, and digital color). Received cover honors on print edition; also printed in Digital Painting Techniques Vol. 4.
- TABLET MAGAZINE. Illustration series for Issue 4.
- EYENOVATION. Designed poster art for Vegas Supernationals pro kart races.
- COFFIN COMICS. Painted covers for Lady Death.
- DEVIL'S DUE PUBLISHING. Illustrated covers for Sheena, Hack/Slash.
- HERO INITIATIVE. Cover art for multiple charity projects.

TinyCo, a Jam City Company

Art Director

October 2014 - July 2017 (2 years 10 months)

San Francisco Bay Area

As the Lead Artist on MARVEL AVENGERS ACADEMY, (the hit mobile title on iOS and Android!), I personally designed the game's art style and created most of its pre-production assets. Currently, I manage the creative direction of the game and a team of talented artists (2D, 3D, Animation, outsource, and Marketing). I also create concept art, turnarounds, icons, and marketing illustrations.

Kixeye

Senior 2D Concept Artist

October 2012 - October 2014 (2 years 1 month)

As an illustrator in Kixeye's marketing department, I created highres key art, in-game splash art, and other character assets for use in four live and in-development titles. For one project, a MOBA called TOME: IMMORTAL ARENA, I created the vast majority of the in-game 2D character assets.

As a concept artist, I was responsible for designing the look and feel of characters, environments, vehicles, and weapons across multiple titles.

Paragon Studios

4 years

Art Lead, Lead Concept Artist

January 2010 - October 2012 (2 years 10 months)

Mountain View, CA

As Art Lead:

- Managed aesthetic direction and 18 direct-reports (plus offsite contractor teams) for the CITY OF HEROES art department. Delivered daily feedback to artists. Created concept art assets. Interfaced regularly with exec, design, and tech groups. Worked closely with Marketing to create all the promotional assets for the release of the game's 2nd major expansion, GOING ROGUE, which shipped in August 2010.

As Lead Concept Artist:

- Designed 2D art style and illustrated marketing art assets for CITY OF HEROES FREEDOM (key art, web/marketing assets, in-game cutscenes, loadscreens, and UI). Created concept for themed costume sets, enemy groups, signature characters, zones, weapons, and MTX items.

- Designed 2D art style and illustrated customer-facing art assets for Unannounced title (character portraits, UI). Created concept art for characters and environments.

Associate Concept Artist

November 2008 - December 2009 (1 year 2 months)

Created concept art for the ever-expanding CITY OF HEROES universe: characters, environments, weapons, powers, props, and storyboards.

Marvel Entertainment

Artist

January 2007 - December 2008 (2 years)

Created interior and cover artwork for a variety of titles, including Spider-man, Fantastic Four, Hulk, and Big Hero 6.

Top Cow Productions

Artist

August 2003 - January 2007 (3 years 6 months)

Created interior and cover artwork for a variety of titles, including City of Heroes, Witchblade, and others.

Student Life

Editorial/ Political Cartoonist

1998 - 2001 (4 years)

Wrote and drew cartoon illustrations for the campus paper.

Education

Washington University in St. Louis

BFA, Visual Communication · (1997 - 2001)

Joe Kubert School of Cartoon and Graphic Art

2 yr. completion, Narrative Art · (2001 - 2003)

Punahou School

· (1984 - 1997)