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ArenaNet (2017 – 2019)

Project: Unannounced Mobile Game

Role: Art Director

- Managed a team of over thirteen artists encompassing concept, modeling, animation, UI, and VFX.
- Provided art direction for backgrounds, animation, cinematics, VFX and UI via storyboards, concept art, key animation flipbooks, paint overs, red lines, with additional written and verbal communication.
- Worked with designers and artists to develop and refine skills, units and mechanics.
- Worked with engineers to push the engine to deliver cutting edge 2D and 3D art and animation while maintaining efficiency.
- Worked with UX/UI artists to maintain a cohesive, clear style.
- Worked with narrative design to develop game theme.
- Researched and provided inspiration examples via image libraries, and custom reference gifs.
- Worked with Marketing to direct game logo development, and promotional materials (toys/statues of key assets, outsourced cinematics).
- Lead organizational efforts including source control for artists use of 3rd party tools such as Basecamp for better in-house and outsourcing communication.

Gree (2017)

Project - Unannounced Game

Role: 2D Artist (Contract)

- Created full page comic illustrations (full splash to multi-panel pages) with Photoshop in established style set by Art Director and Concept Artists.
- Created game character assets in multiple key poses and expressions.

WG Cells (2016)

Project - Smash Squad (IOS)

Role: 2D Artist (Contract)

- Designed and created 2D character game assets and variants with Photoshop based on instruction from Art Director.

SuperGenius (2015)

Project - Undisclosed Mobile Game

Role: Contract 2D Artist

- Designed and created 2D spaceship game assets and variants with Photoshop based on instruction from Art Director.

Atomjack Games (2013 – 2015)

Co-founder, Studio Art Director, Concept Artist

Project - Codename: Wayward (canceled) (PC, Console)

Role: Art Director, Concept Artist

- Provided thorough art direction for an action adventure, “Metroidvania” style game.
- Developed illustrations and concept art for pitch presentation that secured a publishing deal for the company.
- Worked with lead designer and engineers to define a cohesive, functional, and vibrant art style for the game which employed 3D characters interacting with 2D environments.
- Created style guide for characters, environments, VFX, props and promotional art.
- Created concept art for all game assets including model sheets for 3D artists.
- Provided animation direction for animators.
- Created 2D artwork in Photoshop for all game level assets and implemented them into Unity.
- Created VFX using Photoshop, Unity particle systems and proprietary tools.
- Managed art team.

EA/Popcap Games (2009 – 2013)

Project - Plants Vs Zombies 2: It's About Time (IOS, Android)

Role: Art Director

- Provided art direction for backgrounds, animations, VFX and UI.
- Worked with designers to develop new hero and enemy units and mechanics, and game play scenarios. This included concept art, and animation mock up in Photoshop and Flash.
- Worked with engineers to push the engine to deliver cutting edge 2D art and animation while maintaining efficiency.
- Created VFX using Photoshop and Flash.
- Created and animated selection of hero units in Flash.
- Worked with UX/UI artists to maintain a cohesive, clear style.
- Managed art team.

Project - Zuma Blitz (PC/Mobile)

Role: Senior Artist

- Creation of 2D game assets in Photoshop and Flash.
- Conversion of 2D assets from PC builds to the IOS platform.

Project - Plants Vs Zombies XBLA (Xbox 360)

Role: Senior Artist

- Created 2D game assets used for player upgrades for XBLA edition using Photoshop and Flash.
- Created 2D VFX animations in Flash and implemented in proprietary engine.

PlayFirst (2006 – 2009)

Project - Love and Death: Bitten (PC)

Role: Lead Artist

- Worked with studio Art Director to develop Young Adult art style for “Hidden Object” game.
- Created preliminary concept art using traditional media and Photoshop.
- Created storyboards for cut scenes.
- Created initial concept VFX in Flash.
- Managed art team.

Project - Wandering Willows (PC)

Role: Lead Artist

- Worked with studio art director to develop a cute, colorful and appealing art style.
- Lead concept art creation for all game assets including characters, maps, props, UI, and VFX.
- Created storyboards for cut scenes.
- Created VFX using Photoshop and proprietary tools.
- Provided direction for 3D artists.
- Managed art team.

Project - Wedding Dash (PC)

Role: Lead Artist

- Converted and enhanced existing art assets from external team to run at peak efficiency in proprietary engine.
- Created VFX with proprietary tools.

Sony Entertainment of America (2005 – 2006)

Project - Syphon Filter: Dark Mirror (PSP)

Role: Lead Character Artist

- Worked with Art Director and character modeling team to develop the style for high quality, run time, efficient character models best viewed on Sony PSP.
- Created low poly meshes and UVs using Max and Maya for playable and non-playable characters.
- Created texture maps for character meshes.
- Managed character modeling team.

Nihilistic Software (2004 – 2005)

Project - Starcraft: Ghost (Xbox)

Role: Senior Artist

- Worked with Lead Artist to maintain high quality character models and props.

- Created low poly meshes and Uvs in Maya.
- Created texture maps for characters and props.
- Created various looping VFX for in game consoles and displays.

LucasArts (1999 – 2004)

Project - Star Wars Canceled MMO (PS2)

Role: Lead Character Artist

- Worked with Lead Artist and Concept Artist to develop the style for high quality, efficient run time character models.

Project - Star Wars: Bounty Hunter (PS2)

Role: Lead Character Artist

- Worked with Lead Artist and Concept Artist to develop the style for high quality, efficient run time character models.

- Created low poly meshes and Uvs using Maya for playable and non playable characters, vehicles, monsters and props.

- Created texture maps for models using Photoshop.

- Created early concept art to help define style.

- Managed character art team.

Project - Star Wars: Battle For Naboo (N64)

Role: Senior Artist

- Created concept art for vehicles and spaceships.

- Worked with Lead Artist to develop style for high quality, efficient run time vehicles and props.

- Created low poly meshes and UVs for vehicles, characters, and props using Maya.

- Created texture maps for models using Photoshop.

Additional studio contributions: First to learn, model, and UV in Maya to teach the rest of the studio as the company consolidated 3D packages. Continued to teach Maya modeling, UV, and texture classes to fellow Lucasarts art staff over four years.

Pacific Coast Power and Light (1999)

Project - Jet Moto 3 (PS)

Role: Senior Artist

- Worked with Lead Artist to create 2D UI from 3D assets using Max.

3DO (1998)

Project - Desert Hammer (PC)

Role: Artist

- Created low poly meshes and UVs for vehicles and props using Max.

- Created texture maps for models using Photoshop.

- Created concept art for vehicles.

- Created VFX using proprietary tools.

Cyclone Studios (1997 – 1999)

Project - Uprising 2 (PC)

Role: Artist

- Created low poly meshes and Uvs for vehicles and props using Max.
- Created texture maps for models using Photoshop.
- Created VFX using proprietary tools.
- Created UI.
- Created concept art for vehicles and characters.

Strategic Simulations Incorporated -SSI (1996 – 1997)

Project - Pacific General

Role: Artist

- Created 2D pixel art for WWII ships, vehicles, aircraft, and map tiles.

University of Louisiana

Bachelor of Fine Arts