



EDDIE SMITH

ART DIRECTOR/Illustrator

425.941.5715

edsmithart@gmail.com

www.edsmithart.net

OBJECTIVE

To provide visual direction to meet any content team needs and to develop the overall vision of the intellectual property. To help the art team communicate better with the developers and vice versa. And to inspire the team creatively with a clear visual aesthetic that will help not only sell the intellectual property but maintain the attention and enjoyment of the consumers.

SKILLS

Traditional Art Medium

Pencil, Ink, Watercolor, Oils, Acrylics, Gouache
Sculpture: Creatures, Characters/People, Animals.
Subjects: Portraits, Still life, Animals, Landscapes, Figure Drawing

Digital

Adobe Photoshop CS/Illustrator/Artrage/Maya/Mudbox

Film

Storyboarding

EDUCATION

California State University, San Bernardino, CA 1998

Bachelor of Arts Degree, Fine Art/Studio-Painting

Activities: Art/Design Club, 1994-1996 Men's Basketball Team

GAME INDUSTRY EXPERIENCE

Soulbound Studios, Bellevue, WA November 2014 – March 2020

Fulltime - Art Director/ Concept Artist / Media Illustrator

Projects: *Chronicles of Elyria*

Microsoft Central Media (Filter), Redmond, WA November 2010 – July 2013

Contract - Concept Artist/Illustrator

Projects: *HALO – Anniversary, Crimson Alliance, Ascend, Rise: Son of Rome*

Day 1 Studios, Chicago, IL October 2009 – June 2010

Full time - Concept Artist/Illustrator and Skymap "Matte" Painter

Project: *F.E.A.R.3*

Sony Online Entertainment, Bellevue, WA May 2006 – July 2009

Concept Artist/Illustrator and 3D Modeler

Bungie Studios/Microsoft Games Studios, Kirkland, WA May 2002 – April 2006

Full time - Lead Concept Artist/Illustrator

Project: Halo 2 (Xbox); **Halo 3** (Xbox 360)

Illustrations for Publications:

Magazines: Game Informer, XBOX Magazine, Edge Magazine, Computer Gaming Monthly

Books: The Great Journey –HALO the Art of Building Worlds; EXPOSE 3 (Master Award Winner), Crimson Skies.

Mecha Mania, The Art of HALO. 2002 E3 Convention Booth Announcement Poster for Halo2

DigiPen Institute of Technology, Redmond, WA September 2011 – Present Day

Adjunct Professor

Classes Taught:

Art 300 - Perspective, Background, Layouts

This course explores art production skills of layouts, backgrounds, and matte painting. Additionally, students review classical depth cues and perspective systems and apply this knowledge to the creation of art-production backgrounds and layouts. Also this course focuses on creating period and other world environments. Additionally the students will explore the means of using drawing to create camera lens illusions, architectural space, theatrical sets, matte painting and surface texture.

Art 301 - Concept Art Resources

This course teaches students the workflow process of a concept artist and how it is applied creating art assets for a single project. Deadlines and milestones are emphasised within the production cycle of a complete single project that spans an entire semester.

Art 401 - Concept Art/Visual Development

This course focuses on the initial pre-production design elements that could set style for a story. The class will follow the professional pipeline, working from a production treatment to develop key visual elements in defining overall look and feel of the story being told for animation, games, or film and even novels, graphic novels.

Art 450 - Portfolio

Students will use this course to compile the elements of their professional portfolio.

This serves as their B.F.A. thesis. Additionally, this course will introduce students to the marketing campaign needs of art production including visual continuity, business documents, traditional still art portfolios, process and practice samples, digital portfolios, websites, demo reels, and promotional items.

Washington Network for Innovative Careers (WANIC) Skills Center - Art/Animation

Redmond, WA **September 2010 – June 2011**

Full time Instructor

WANIC is a skills instruction program that trains high school students and prepares them for college studies in a particular trade/skill/major. I taught Art/Animation to students interested in pursuing a career in Entertainment Art production. The class began with basic academic drawing, life drawing, constant sketching in sketchbooks, which

carried over to traditional animation and digital animation studies. In addition to art/animation I also shared my industry experience with students and helped them make decisions on what they wanted to do after college. I also regularly spoke with parents as to how their kids were performing in the class and to inquire about better ways of teaching their kids who may have had special needs or unique ways of learning. I also worked as a recruiter and event planner for the program, and participated in weekly parent/teacher meetings.