

IZAAK MOODY

www.izaakmoody.com
izaakmoody@gmail.com
515.991.0722
Seattle, WA

OBJECTIVE: Apply my formal fine arts education, Design knowledge, and industry experience to deliver high quality concept art and Art Direction for the game industry. I love building worlds and creating compelling characters to populate them.

SHIPPED TITLES

- **Arcadegeddon**
- **Splitgate**
- **Forza 5**
- **Forza 6**
- **Actiongram**
- **AltSpaceVR**

SKILLS

- Building art teams and creating game worlds from scratch.
- Strong multidisciplinary research skills; well-informed on a wide variety of topics (space, vehicles, technology, science, culture, history, military, current affairs)
- Clear communication and leadership abilities obtained through leading teams through various art challenges.
- 5 years of experience working in Virtual and Augmented Reality.
- **2D**, Adobe Photoshop, Adobe After Effects, Adobe Premiere Pro, Graphic Design, strong traditional drawing and painting skills.
- **3D**, Unreal, Blender, Octane Render, Cinema 4D, Zbrush, Unity, High/Low Poly Modeling.

WORK EXPERIENCE

Ilifonic - Art Director/Co-Creator (January 2019 - Current)

- Shipped Arcadegeddon to Early Access (PS5, PC).
- Built up a team to fit various roles, (Env. Art, Animation, VFX, Character Art).
- Established the art style of Arcadegeddon through Concept Art, Creative Briefs, Decks.
- Rebranded entire game including all new art in 6 months with a team of 5 Env. Artists, 1 Character Artist, 2 VFX Artists and various Outsource and Freelance Artists.
- Aligned company on new vision and kept the art team to schedule/budget with the help of Production staff.

Microsoft - Art Director (November 2017 - January 2019)

- Establish art style for the next generation of Microsoft Avatars.
- Concept Art/Art Direction for AltSpaceVR music events.
- Lead team by creating Concept Art examples.
- Finished production and shipped Xbox Avatars.

Microsoft Studios (HoloLens/Windows MR), Redmond, WA, Art Lead/Concept Artist (August 2014 - November 2017)

- **Actiongram**, Lead a team of 6 artists and multiple off site teams to develop one of the first **Augmented Reality** apps for Microsoft's HoloLens.
- Worked on **Unannounced VR Title**.
- Acting Art Director for our team. Delivered Concept Art for each character and prop in the Actiongram.
- Built the art team from the ground up by hiring top talent in 3D Art, Tech Art, Animation and VFX.
- Clearly shared artistic vision with Windows NEXT leadership and played a key role in shipping our app.

Microsoft Game Studios Turn 10, Redmond, WA, Hard Surface 3D Artist (January 2012 - October 2013)

- **Forza 5**, Helped influence the look and quality of in-game cars
- Modeled detailed parts for DLC cars included in the Porsche Expansion pack released May 2012.
- Responsible for final polish of in game vehicles, including shader setup, modeling and physics.
- Helped establish the look and feel for Forza 6.

FREELANCE EXPERIENCE

1047 Games, Concept Artist (2018)

- Designed multiplayer levels for their upcoming shooter **Splitgate** using 3D and 2D concept art.

Simian Design, Concept Artist (April 2015 - March 2017)

- Created concept art for **Breaking Benjamin's** sci-fi themed music video *Ashes of Eden* .

Signet Games, Concept Artist (April 2015 - March 2017)

- Created visuals for upcoming (yet to be announced) board game.
- Art included characters, vehicles and box illustration.

Timbre Interactive, Concept / 3D Artist (June 2014 - December 2014)

- Helped create a visual style for the successfully Kickstarted game "**Sentris**".
- Designed and built several environments to be used in the game.

Liquid Development, Concept Artist (May 2013)

Tombolo Interactive, Concept Artist (April 2012 - April 2013)

- Created the look and feel of the iOS game Astro Golf.

EDUCATION

IOWA STATE UNIVERSITY 2005-2009

Bachelor of Fine Arts

Emphasis in Digital Art