

Jason Felix Resume

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Objective:

To help establish the look & feel of each project by creating exciting visuals through concept art, giving direction, mentoring, and working collaboratively with others to achieve the best art assets.

Work Experience:

FULL TIME POSITIONS:

Flagship Studios (San Francisco, California)

Senior Concept Artist

July 2004 – August 2008

Project: *Hellgate: London*

- Lead character and costume concept artist.
- Conceptualize monsters and creatures.
- Created story boards for the Cinematic movies.
- Art directed external contractual artists.
- Animated characters and creatures for in-game assets.
- Created textures and normal maps for in-game assets.
- Assisted the PR department in creating marketing materials such as t-shirt art, logo design, and extra promotional artwork.
- Computer software used: Photoshop , 3DS Max, Modo, and Zbrush.

Nihilistic Software (Novato, CA)

Lead Concept Artist/3D Animator/3D Artist

April 2001 – Feb 2004

Project: *StarCraft:Ghost*

- Lead character and creature concept artist.
- Directed the Cinematic movies within the game.
- Created character animations for the in-game Cinematic movies and in-game assets.
- Supplied story boards and animatics for the in-game Cinematics.
- Created 3D models of the characters and props.
- Modeled and animated morph targets for character lip syncing.
- Computer software used: Maya, Lightwave, and Photoshop.

SavageFrog! (San Rafael, CA)

Lead Animator/Concept Artist/3D artist April 2000 – April 2001

Projects: *Family Guy, Power Puff Girls, Creature Core*

- Created and supervised all character animations.
- Created artwork and model sheets from character concepts.
- Produced 3D models of the characters and props.
- Created Character setups and morph targets for lip syncing.
- Computer software used: Photoshop, Lightwave, and Messiah.

Red Orb Entertainment/ Mindscape/SSI/ Mattel Interactive (Novato, CA)

Artist/3D artist May 1998 - April 2000

Projects: *Prince of Persia 3D, Panzer General 3D, ChessMaster 3000*

- Created artwork and model sheets from character concepts.
- Created character animations and animatics.
- Supplied Technical directing for the Cinematic movies within the game.
- Created 3D models of characters and props.
- Computer software used: Photoshop, Lightwave, and 3D Studio Max R2.

Work Experience:

FREELANCE POSITIONS:

Wizards of the Coast (Seattle, WA)

Artist/Illustrator August 2008 - Present

Projects: *Magic the Gathering, Dream Blade, Style Guides, Card Art*

- Created concept artwork for Magic's style guide card art.
- Produced illustrations for Magic the Gathering cards.
- Produced ad artwork to help launch their new game properties.

Richard Raaphorst Productions (Holland)

Concept artist/Monster designer August May 2009 - Present

Projects: *Unannounced movie project*

- Principle monster designer.
- Creative input to the script and movie plot ideas.
- Set designs and storyboarding.
- Creating designs for physical prosthetics usage.

Random House/Lucas LTD. (New York City, NY)

Cover Artist May 2004 - May 2007

Projects: *Star Wars: Legacy of the Force*

- Painted book cover artwork for a series of novels.

Electronic Arts (Redwood City, California)

Concept Artist & Illustrator October 2009

Project: *Pogo* March 2004

- Contractual illustrator and concept artist.
 - o Painted promotional artwork
 - o Character Designer

Arkane Studios (Lyon, France)

Concept Artist July 2003 – February 2004

Project: *Dark Messiah: Might & Magic*

- Contractual concept artist
 - o Creature Designer

White Wolf Game Studios (Atlanta, GA)

Artist/Illustrator May 1992 - May 1998

Projects: *Vampire, Werewolf the Apocalypse, Wraith, Mage*

- Helped to visually establish the look and feel of the game.
Produced countless illustrations for book covers and interiors
role playing manuals.

Education:

Concept Art.Org Atelier

Study Major: Traditional Studies

- August 2008 – June 2009

University of Wisconsin-Stout

Study Major: Graphic Design

- 3 semesters completed