

Leo David

San Antonio, TX
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“Leo is a strong artist with a great eye for detail. He has an excellent ability to communicate ideas with others and is a dependable team member. It was always a pleasure to work with him...”

I believe Leo would be a wonderful addition to any art team and I would love to work with him again!”

Mike Carlyle
Artist, Infinity Ward

“Leo is a super great artist and a really great guy to work with... His skill set is very diverse and he's come through for us in so many ways in the past. I'm very glad that I've had the chance to work with Leo.”

Eric Carter
Senior Technical Game Designer, Bungie

“Leo is well-versed in both 2D and 3D art, which is nice because he was able to work on everything from concept art to UI and textures for our project. I would definitely recommend Leo for any 2D or 3D art position.”

Alex Nguyen
3D Artist, Escalation Studios

Professional Profile

Looking to work with a team as an illustrator and 2D artist to visually develop, create, and maintain interactive elements for 2D and 3D games, simulations, virtual environments, learning software, and various other applications.

Holds a Master of Interactive Technology Degree in Art Creation for Game Development, with Honors.

Holds a Bachelor of Science Degree in Game Art and Design.

Experienced with concept art in video games.

Experienced with motion graphics.

Experienced with creating 2D and 3D animation.

Experienced in working as part of a team in a business environment.

Education and Honors

Master of Interactive Technology in Game Development With Specialty in Art Creation

The Guildhall at Southern Methodist University, Plano, TX. 2012

Bachelor of Science in Game Art and Design

Art Institute of Pittsburgh, Pittsburgh, PA. 2008

Art Creation Honors Award, Guildhall, 2012

Dean's Honor Roll, Art Institute of Pittsburgh, 2008

National Technical Honor Society Member, 2006

Key Qualifications

Online portfolio located at ThunderStormArt.com.

Excellent written and oral communication skills.

Organized and skilled at multi-tasking and time management.

Experienced with working as part of a team to foster achievement of group goals.

Experienced with handling client concerns and issues in a professional, calm, and constructive manner.

Exceptionally skilled with the creation of artwork including concept art for video games, portraits, and 2D/3D graphics.

Other Qualifications

10+ years of experience with illustration and visual development.

10+ years of experience with Photoshop, Illustrator, Painter, Dreamweaver, 3D Studio Max, HTLM, MS Office Suite.

5+ years experience creating high-end visual interfaces for multiple platforms including PC, consoles, and mobile environments.

5+ years experience with creating content to be assembled in an interface including icons, backgrounds, typography, animation, and UX design.

5+ years experience with Maya, Unity 3D, Mudbox, SCRUM, Subversion.

2+ years experience with Unreal Engine 4, ZBrush, Perforce.

Experienced in organizing and managing a creative team.

“Leo is one of the most talented 2D artists I’ve ever known. His ability to conceptualize an idea, expand on it, and apply it to a physical medium is astounding... His ability to quickly iterate on a piece until it meets his standards of quality has been crucial in the success of the projects he has worked on and I’d recommend him for any task requiring big worlds and big characters.”

Nadav Pechtold
Game Designer, Machine Zone

“Leo is a fantastic artist to work with. He showed real passion for our project and adhered closely to all of our requests with regards to style and polish. The art he created took our game to the next level.”

Jonathan Sova
World Designer, Bungie

“Leo is a great artist who delivered animations and character portraits for our mobile game. He developed a really fantastic art style and did very solid work - he was able to give all of the animations a wealth of character.”

Jeffrey Bickel
Technical Level Designer,
Trendy Entertainment

Employment

Lead Artist, Feb 2013 to Current

Tycho Media, Mansfield, TX

Responsible for designing and 3D modeling of assets for 3D simulation, as well as designing and maintaining 2D assets for web and simulation interface, including user interface, architecture, and prop modeling.

Course Developer, Nov 2013 to July 2014

American College of Education, Dallas, TX

Responsible for the design and deployment of online courses, as well as the design and creation of interactive multimedia assignments and educational games.

Senior 2D/3D Artist, Jan 2011 to May 2011

Necromantic Studios (Student Team Project), Plano, TX

Responsible for the creation of *Fury of the Ancients* game assets, including but not limited to 2D concept art for characters, enemies, environments, and weapons, 3D weapon models and textures, environment and enemy textures, and the entirety of the game’s user interface artwork. Regularly collaborated with other artists as well as the game design and software development / programming departments to ensure a unity of the game’s vision.

Comic Artist, May 2007 to Dec 2013

Carpe Chaos, San Jose, CA

Pre-production conceptual artwork for the world creation,

Creative writing and authoring story-relevant resources for the project's universe, production comic pages and misc. artwork.

Outsource / Contract Artist in projects and companies including the following: *Petersen Games* (2016), *Southern Methodist University* (2016), *Zburosoft* (2015), *Clune Games* (2015), *Sociomapper* (2013), *Crucible Games* (2012), *Zipline Games* (2012), *ThunderWorks* (2009), et al.

*Additional information and recommendations are available at [linkedin.com/in/leojr](https://www.linkedin.com/in/leojr)
References available upon request.*