

design / illustration / digital art ninja

Veteran visual designer / art director / product architect with strong composition & worldbuilding skills and over twenty years experience in videogames, publishing, and film & web media seeking production and/or team leadership opportunity.

KEY SKILLS

Graphics Software: Adobe CS6 Master Suite (Photoshop / Illustrator / Flash / InDesign) • DAZ Studio Pro
Other Applications: MS Office Suite • Adobe Audition • Adobe Premiere Pro • Sony ACID • Sony SoundForge • Sony Vegas Pro
Systems: Windows and Mac OS
Other Skills: Print layout • Traditional cartooning/animation • Voice acting • Screenwriting • Game design • Stage & Film direction • Collaborative worldbuilder

WORK EXPERIENCE

Despot Media (Seattle/Port Orchard, WA) - Creative Director/Product Architect 1999-Present

Co-founder of Deep7 LLC in 1999 (full time as of 2002), which later became Despot Media. Project architect across multiple channels (film/DVD, publishing, music). Published original and licensed adventure game content for tabletop roleplaying industry, as well as book trade fiction & nonfiction and comic book properties. Deep7 Press role entails product development from initial concept through release. Work for film industry includes production design, prop design & construction, screenwriting, direction, voicover, marketing and graphic design. Film/design clients have included Zombie Orpheus Entertainment, Rogue Publishing, Mighty Tripod Productions, Twelfth Night Productions, Abundant Entertainment and The October People.

- Designer of the 1PG and XPG adventure game systems, have authored or managed over fifty titles to date.
- Primary developer of the *Arrowflight* fantasy RPG line, including two editions and over a dozen supplements.
- Writer/letterer/colorist for vintage-style comic strip property *Airship Daedalus*. Writer/producer/vocal talent for the licensed audiodrama.
- Primary developer of *Red Dwarf – The Roleplaying Game* (from the BBC television series).
- Voice of the Seattle Seahawks Pro Shop animated holiday TV campaign (2016)
- System design, worldbuilding, graphic design & layout, illustration, art direction, project management.
- Production Designer on *Hunting Grounds* (feature, 2015). Prod: The October People
- Production Designer on *JourneyQuest* Season 3 (2016). Prod: Zombie Orpheus Entertainment
- Wrote 3 award-winning shorts for Mighty Tripod Productions: *Karma Gettin'* (2014), *ESPER* (2014), and *One Step Too Far* (2016). Production Designer on *The Cost of Things* (2016).

Sierra/Vivendi Universal (Bellevue, WA) — Artist/Designer 2001-2002

Employee. Member of the 2D art team and re-design committee for Hoyle Group title *Casino Empire*.

Hyperbole Studios (Seattle, WA) — Art Director 2000

Employee. Managed a team of six artists and animators, created narrative scripts, art assets for marketing and pitches for videogame properties *10 State Spree* and *The King's Musketeer*, and directed several complete animated shorts (*Dog, Buddha, Elvis/Hammond Rye: Space Hero/Hyper Team 9/Hillbilly Cinema*) for clients like Atom Films.

Visual Dynamics (Seattle, WA) — Entertainment Group Lead 1997-1999

Employee. Created an entertainment division for established 3D visualization company from scratch, leveraging graphical assets and Monolith Studios 3D engine technology to create the *Scavenger* RTS property.

Microsoft (Redmond, WA) — Design Lead (Phase 1) 1997

Contract. Managed a team of ten artists and animators creating assets for MMO property *Allegiance*. Created concept art for hundreds of ships and objects, and deep backstory and worldbuilding design for several alien species.

Boss Game Studios (Redmond, WA) — Concept Artist 1994-1996
Employee. First non-management hire at the game startup sister company to the award-winning effects house Boss Film Studios founded by Richard Edlund. Created concept art assets and pitch videos, and corporate ID. Designed and directed all FMV in *Spider: The Videogame* (Playstation), as well as providing production art and animation on several game levels.

The Gamut (Seattle, WA) — Co-owner/Manager 1993-1994
Co-founder. Operated a 2000sf retail game & hobby store in the West Seattle junction. Took active role in all store operations. Oversaw marketing plan and generation of art assets and store signage. Organized one of the first sponsored Magic: The Gathering tournaments. Interfaced with local retail association, news outlets and the public. Partner share bought out in 1994, but store continued until late 1996.

Additional Contracts: Zipper Interactive (1996), Bethesda Softworks (1999), TrainingTek (2001)

EDUCATION

- Intermediate & Advanced Film/TV Production, DeAnza College (Cupertino, CA) 1990-1991
- Intermediate & Advanced Animation, Mission College (Santa Clara, CA) 1988-1990
- Film Studies/Graphic Arts, Foothill College (Los Altos Hills, CA) 1986-1988

INTERESTS

History (Medieval/Renaissance, nautical/pirate, art history, medical history, Celtic, World War I & early 20th century), tabletop gaming (cards, roleplaying, strategy/model, boardgames), archaeology, space technology & exploration, undersea technology & exploration, industrial/commercial/fashion design, architecture, mythology, classic pulp fiction & pulp IPs, film, playing music, travel.

Online portfolio at www.todddowning.com

References furnished upon request