

DOUG HARVEY

CONCEPT ARTIST / ILLUSTRATOR

Skills

- Concept Art including; Characters, Logos, Vehicles and Backgrounds
- Sequential Art
- 3D Modeling
- Texture Art

Programs

- Adobe Photoshop
- 3D Studio Max
- XSI
- Unreal 2004 Level Editor

Experience

Worked as a freelance illustrator for various companies. I designed characters, logos, enemies and backgrounds for video games, and animation pitches.

- **Compound One** -2009
Freelance Illustrator created and drew characters, logos and backgrounds for a cell phone game. (Swine Flew)
- **Compound One** -2009
Freelance Illustrator created and drew characters for a cell phone game. (Zombarricade)
- **Studio Igo** -2009
Freelance Illustrator created and drew character for an Animation pitch. (Zul)
- **Trileet Inc.** -2009
Freelance Illustrator created and drew concept art for various cell phone games. (Outlaw Poker, Rhythm Game)
- **Studio Igo** -2008-2009
Freelance Illustrator created and drew characters, enemies, logos, backgrounds and props for a Wii Ware game. (iGotz: Apex and iGotz: Astral)
- **Trileet Inc.** -2008
Freelance Illustrator created and drew characters, logos, backgrounds and props for a cell phone game. (Super Champ Boxing)
- **EA (Electronic Arts)** -2008
Freelance Illustrator created Logo for game. (Fate's Estate).
- **EA (Electronic Arts)** -2007
Freelance Illustrator created and drew characters and props for a cell phone game. (Unnamed)
- **SiD (Shadows in Darkness)** -2007
Freelance 3D Modeler Modeled boss character for Wii game , Turned Hi-poly Wii models into Low-poly DS models for game
- **EA (Electronic Arts)**-2007
Freelance Illustrator Drew logo for a cell phone game. (Road Rash)