

Michael Ardrey

Contract/Concept Artist

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www.eitherart.com – (714) 822 7565 – Palm Desert, CA

I am an upcoming Concept Artist with the desire to create memorable and dynamic characters, creatures, props, etcetera for the entertainment industry using my education in Game Art and Design from the Art Institute of California - Orange County, and my experience from working on Greedy Jump, Boxhead 3D, and Intimate Business, as well the numerous personal projects I work on to keep my skills sharp.

Skills

Proficient in Adobe Photoshop, Corel Painter, 3DS Max, Maya, Zbrush, Unreal Engine

Experience

Contract Concept Artist - Digitribe Studios

August 2014 – September 2014

Create character concepts and game illustrations for high end visuals based mobile game

Contract Artist - ECCC Corp

February 2014 – February 2014

Created vector character concepts and illustrations for Emerald City ComicCon 2014

Contract Artist - UC Irvine

April 2013 – February 2014

Sold rights to, and created vector image, color variations, and new poses for the contents of my Fire Anteaters illustration

Contract Artist - Qyoo

April 2013 – May 2013

Design fixes and updates for various art resources for Qyoo

Contract Artist - Voltage Entertainment USA, Inc.

February 2013 – May 2013

Character, SubCharacter, and Event concept art and illustrations for game use

Game Artist - MEDL Mobile

January 2012 – January 2013

2D and 3D concept and development art assets for mobile apps and games

Education

-Art Institute of California-Orange County

Graduation Date: June 2011

Major: Game Art & Design –Bachelor's Degree

-Art Portfolio Development Class (at Laguna College of Art and Design)

Summer 2007

-Art Institute Summer Studio

Summer 2007

References

Dave Swartz - dave@medlmobile.com

Bennett Bellot - bbellot@aia.edu

Patrick Ballesteros - patrick.ballesteros@gmail.com