

Richard Green

www.artbot.com
artbot3000@gmail.com
425-577-0482

I am a Senior Artist/Designer with over 20 years experience in creating, designing and managing artists & artwork for the video game, aerospace, and industrial design industries.

My responsibilities have included:

Senior Environment Artist: I art directed, scheduled & supervised in-house & outsourced art staff and advised on hiring, scheduling and budgeting decisions. Design, construction and implementation of 3D props, vehicles, interiors, & textures. Level maps, asset placement, & lighting in game engine. Created UI screens, shot live action photographs & composited with CG elements.

Cinematic Artist: Responsible for beginning-to-end creation of fully rendered 3D animated sequences using high-resolution 3D models with texturing, fx design & creation, matte painting, editing, soundtrack & sound editing, image compositing, lighting, and rendering.

Technical Illustrator/Concept Artist: Produced artwork for posters, packaging, and other marketing media. Designed and rendered environments, props and vehicles based on game requirements.

Industrial Design: Concept sketches, prototype mock-ups of foam, wood, clay, foam-core, cast urethane, fiberglass; oversight of manufacturing prototypes and machine tools, presentation renderings, and blueprints.

Software utilized in these tasks: *3DS Max , Maya, Photoshop, After Effects, Illustrator, SolidWorks, AutoCad, Unreal 3 Editor, Premiere, Vegas Video*

Employment

Artbot - Sole-Proprietorship, 1/88-Present (ongoing)

Designer & Freelance artist/illustrator

U.S. Air Force Space Command

Totally Games

Lucas Learning, Ltd.

Design Annex

Soo Hoo Design

The Space Foundation

Paccar

Maxval Drawings

LucasArts Entertainment Company

Enterprise Productivity Systems

Cat Daddy Games/2K Games - Kirkland, WA, 11/10-Present

Senior Environment Artist

MyNBA2k2014 (iPad/Android/mobile)

Bee-Jumbled (iPad/Android/mobile)

Let's Cheer! (Xbox Kinect)

Carnival – Monkey See, Monkey Do (Xbox Kinect)

Sensei Wars (iPad/Android/mobile)

Herd herd Herd (iPad/Android/mobile)

Carnival Games – Wild West 3D (Nintendo 3DS)

Sony Online Entertainment - Bellevue, WA, 10/07-7/10

Senior Environment/Concept Artist

DC Universe Online (PS3)

The Agency (PS3/canceled)

Gas Powered Games - Redmond, WA, 5/06-8/07

Cinematics Artist

Supreme Commander (PC)

Space Siege (PC)

Z-Axis/Activision – San Mateo, CA, 7/04-3/06

Environment Artist

X-Men 3 (PS2, Xbox & Xbox 360)

Ironman (canceled)

Totally Games - San Rafael, CA, 6/98-3/04

Senior Artist (Environment/Concept/Cinematics)

Secret Weapons over Normandy (PS2 & PC)

Star Trek: Bridge Commander (PC)

Knights of Decayden (canceled)

Star Wars: X-Wing Alliance (PC)

LucasArts Entertainment Company - San Rafael, CA, 5/93-12/97

Senior/Lead Artist

Star Wars: Rebellion (PC)

Full Throttle (PC)

BallBlazer Champions (PS1)

Rebel Assault (PC)

Rebel Assault 2 (PC)

Mondo Media/ Mechadeus - San Francisco, CA, 1992/1994

3D Artist

Critical Path (PC)

Intel & Microsoft (Marketing CD-ROMs)

Daedalus Encounter (PC)

Argyle Design - Emeryville, CA, 1990/1993

Industrial Designer

Designed products, created illustrations and blueprints, built dimensional study models and supervised prototyping and manufacturing.

Professional Accomplishments

Winner of “**Neutrino Prize**” in CERN/ATLAS worldwide multimedia competition.

Selected as poster artist for **30th Anniversary of U.S. Air Force Space Command**.

Selected as poster artist for **The Space Foundation's** Space Symposiums for 2012 & 2013.

Selected by **The Space Foundation** as featured artist for 25th Annual Space Symposium in 2009.

Artwork has appeared in many books, including *Elemental* and *Expose 1*.

Education

Art Center College of Design

Bachelor of Science, Industrial Design 1988.

Goldenwest/Orange Coast Community Colleges

Associate Arts Degree, Film-making/art and general studies.