

KEVIN O'NEILL

Game Artist

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Employment

Electronic Arts Jan. 2008-Oct. 2008, Redwood City, CA
Mar. 2009-Current

SimsAnimals (Nintendo DS)

- Modeled, textured, rigged, and animated animal models.
- Painted environment level concepts.
- Created UI assets such as level splash screens and animal portraits.
- Earned Sims Division "Star Performer" award for developing Maya to sprite pipeline.
- Documented animation pipeline for outsourcing purposes.

Untitled Project (Nintendo DS)

Mind Control Software Apr. 2006-June 2007 San Rafael, CA

Project Mars (PSP)

- Textured unit models and level terrain.

DimensionM: Evolver (PC)

- Textured enemy and prop models.
- Created environment textures and lighting.
- Designed manual and box art for Mission Pack editions.

Arrrrrr! (PC)

- Painted all game levels.
- Created game UI graphics.

Universe at War: Earth Assault (PC, Xbox 360)

- Created icons for unit actions, upgrades, and Xbox achievements.

Midway Arcade (PC)

- Created UI art for online arcade emulator shell.

Misc. Projects

- Drew animated character sprites in Flash.
- Created concepts and 2d art assets for game prototypes.
- Created mockup art for game proposals and pitches.

Theorysoft L.L.C. Apr. 2003-Sept. 2003 Ann Arbor, MI

Dark Alloy (GBA)

- Designed characters, weapons, and architecture.
- Created and animated enemy game sprites.
- Produced promotional presentation artwork.

Education

Watts Atelier of the Arts, Jan. 2009-Present

University of Michigan School of Art and Design, 2001-2005

Bachelor's of Fine Arts, Painting and Drawing
Member National Society of Collegiate Scholars
Dean's List and University Honors 2001-2002, 2005
Cumulative GPA 3.607

Powers Catholic High School, 1997-2001

Wolverine Soft Student Group June 2000-Apr 2003 Ann Arbor, MI

Crisis Wolverine: Insurrection Green (PC)

- Designed character and enemy designs.
- Created promotional artwork.

Burnt Planet (PC)

- Modelled and textured tank models in 3d Studio MAX.

Skills

Maya, Photoshop, Painter, After Effects, Premiere, Final Cut Pro, Flash, 3d Studio MAX, Zbrush, 3D World Studio, ProMotion, ImageReady, HTML and CSS.

References Available Upon Request