

KEVIN O'NEILL

Game Artist

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Employment

Electronic Arts 1/2008-10/2008, 3/2009-7/2009 Redwood City, CA

SimAnimals (Nintendo DS)

Modeled, textured, skinned and animated animal models

Created splash screen art and UI assets

Earned Sims Division "Star Performer" award for developing animation pipeline

SimAnimals Africa (Nintendo DS)

Painted level concept art

Created splash screen art and UI assets

Mind Control Software 4/2006-7/2007 San Rafael, CA

Project Mars (PSP) (unreleased)

Textured unit models and level terrain

DimensionM: Evolver (PC)

Textured enemy and prop models, level art

Created level lighting

Arrrrrr! (PC)

Painted all level art, UI art

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

Created icon art for unit actions, upgrades, and achievements

Misc. Projects (PC)

Created concepts and in-game art for game proposals and prototypes

TheorySoft LLC 4/2003-9/2003 Ann Arbor, MI

Dark Alloy (GBA) (unreleased)

Created character and level concepts

Animated 2d character sprites

Education

Watts Atelier of the Arts 1/2009-3/2010 Encinitas, CA

University of Michigan 2001-2005 Ann Arbor, MI

BFA Painting and Drawing

Dean's List and University Honors 2001-2002, 2005

WolverineSoft Student Group

Crisis Wolverine:Insurrection Green

Designed character art and promotional artwork

Burnt Planet

Modeled and textured vehicles

Skills

Maya, Photoshop, 3d Studio MAX, Flash, Zbrush, Perforce, DevTrack

References Available Upon Request