

KEVIN O'NEILL

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Employment

- Blue Fang Games** 9/2010- 6/2011 Waltham, MA
The Oregon Trail (Facebook)
Created illustrations, concepts, game assets, and UI elements in Flash
- FizzPow Games** 4/2010-5/2010 Monument, CO
Mummy's Treasure (iPad, iPod Touch, iPhone)
Created development concept art
Created UI art, sprites, icons, and animation
- Electronic Arts** 1/2008-10/2008, 3/2009-7/2009 Redwood City, CA
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 2d sprite pipeline
Documented animation pipeline for outsourcing purposes
Sims Animals Africa (Nintendo DS)
Created level concept art
Created splash screen art and UI assets
- Mind Control Software** 4/2006-6/2007 San Rafael, CA
Project Mars (PSP) (unreleased)
Textured unit models and level terrain
DimensionM: Evolver (PC)
Textured enemy and prop models
Created environment textures and lighting
Arrrrrr! (PC)
Created all level and UI art
- Theorysoft L.L.C.** 4/2003-9/2003 Ann Arbor, MI
Dark Alloy (GBA)(Unreleased)
Designed characters, weapons, and architecture.
Created and animated enemy game sprites.

Education

- Watts Atelier of the Arts, 2009-2010**
University of Michigan School of Art and Design, 2001-2005
Bachelor's of Fine Arts, Painting and Drawing
Dean's List and University Honors 2001-2002, 2005
Wolverine Soft Game Development Student Group
Crisis Wolverine: Insurrection Green (PC)
Burnt Planet (PC)

Skills

Maya, Photoshop, Flash, After Effects, Final Cut Pro, Flash, 3d Studio MAX, Zbrush, UDK, Perforce.

References Available Upon Request