

## **Connie Braat, Graphic Designer & Illustrator**

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*Experienced Designer; motivated, articulate, versatile, energetic, personable, observant and intuitive.*

### **Studiobrazil, Print & Product Graphic Design, 2002-Present**

*Volt Information Services*; Brochures and public relations pieces.

*picoSky*; Print advertising, logo designs for business and product, web site design, user interface art and splash screens for astronomy program on cell phones.

*Pirates of the Burning Sea*; User interface art and icons for this Massively Multiplayer Online Role-Playing Game.

**Flying Lab Software, LLC, 1998-2002 Art Director**; Managed a team of four artists who produced all the graphics needed for *Rails Across America*, (PC). I produced advertisements and company public relations materials, company signage and trade show materials. Using Adobe Photoshop, I altered an Industrial Era poster to create the artwork for the *Rails Across America* game box backgrounds.

**Microsoft, 1995-1998 Graphic Designer, Illustrator, Digital Artist**; Contracting thru my corporation, Studio Brazil, and S&T Onsite, I created marketing screens and advertisements for the Microsoft Games and Hardware group. I co-designed the large tech tree and manual for the original *Age Of Empires* video game. I also worked on user interface design, in-game art and the in-product help system which won the 1997 International Distinguished Award.

Products:*Age of Empires; Age of Empires Expansion Pack; Motocross Madness; My Personal Tutor; Urban Assault; Close Combat: A Bridge Too Far; Puzzle Collection; Gex; SideWinder Game Device Profiler; SideWinder Joystick and Game Pad*

### **Studio Brazil, Inc., 1992-1995 Digital Art & Animation Director**

Created in-game art for the companies listed below on these specific products:

Time Warner Interactive:*Virtua Racing* (SEGA Saturn); *RBI Baseball* (SEGA Saturn)

Sierra:Trophy Bass (PC) "How To" Section User Interface.

Accolade and P.F. Magic:Ballz (SEGA Genesis)

Electronic Arts:*Jane's Advanced Tactical Fighters* (PC); *The Haunting* (SEGA Genesis); *M.U.L.E. 2000* (PC)

SEGA of America:*Original SEGA TV Channel*, User Interface Art.

3DO:Hardware Demo backgrounds for the Consumer Electronics Show 1993.

### **Electronic Arts, 1989-1992 First In-House Digital Artist/Animator, Tools Group Liaison**;

Products:*Road Rash* (SEGA Genesis); *Budokan, The Martial Spirit* (SEGA Genesis); *Populous* (SEGA Genesis); *LHX Attack Chopper* (SEGA Genesis & PC); *The Immortal* (SEGA Genesis); *Deluxe Paint VI* (Amiga); Proprietary Art Tools Liaison for outside developers-SEGA Genesis platform.

### **Dynamix, 1988 Digital Artist**;

I worked on several IBM and Amiga games. This company was bought by Sierra.

### **Minutes Magazine, 1987 Art Director**;

Directed all aspects of design and production of monthly magazine with special emphasis on custom advertising and illustration.

**Northwest Film & Video Center, 1982-1986, Theatre Manager**; 1982-1986 Portland Art Museum

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### **Education**

*Bachelors of Fine Arts in Graphic Design & Illustration*, Pacific Northwest College of Art Portland, OR 1985.

Ongoing continuing education classes as needed to keep my computer skills current.

### **Career Highlights**

International Distinguished Award by the Society for Technical Communication, for the Online Help System in *Age of Empires*, 1997.

Best Computer Animation of the Year - *Budokan, The Martial Spirit* (PC & SEGA Genesis) 1990

Artwork selected by Portland Art Museum as example of excellent student work 1985

Selected to show at the Society Of Illustrators Museum of Illustration, New York, NY 1984

### **Seattle Area References:**

JoAnne Williams-Microsoft (425) 706-3613; Russell Williams-Flying Lab Software (206) 272-9814

Kai Nelson-Volt Information Sciences, (425) 702-9000; Kevin McGrath-Bubba's Bits (425) 653-9633