

## Brian James Perez

243 Armour Avenue • South San Francisco, CA 94080

email: [brian.perez@gmail.com](mailto:brian.perez@gmail.com) • cell: 650.278.3437

<http://brianperezart.blogspot.com/>

**Objective: A position as a concept artist.**

### Qualifications:

- Significant experience with traditional and digital illustration.
- Skilled with graphic design and video editing software such as Adobe Photoshop, Corel Painter, and Adobe After Effects.
- Experienced in 3d modeling and texturing using Maya, Roadkill, and ZBrush.
- Always creative and consistently motivating others.

### Relevant Experience & Skills

#### Design

- Inspired the team with the final design of two areas in the Core Example of an upcoming game at Electronic Arts.
- Delineated the movement of cloth and weaponry on different three different characters giving the engineers key models to mimic.
- Designed various unique mechanical weaponry using technology from the industrial revolution.
- Designed three unique futuristic computer user interface designs for the previz on the film *Avatar*.

#### Communication/Marketing

- Created an exciting in-house poster for the game used in marketing presentations.
- Packaged together art portfolios with Art Director for a concept presentation for Zack Snyder and Todd McFarlane, successfully securing their involvement in the project.
- Created video montages of art and game footage for in-house marketing used to inspire the other members of the studio about our work.
- Presented game design ideas to Executive Producer and Art Director on a regular basis.

#### Flexibility

- Delivered work several areas of design on when called upon: storyboarding, animatics, video editing, character design, environment design, prop design, marketing.
- Produced three sets of storyboards used to show how story cinematics would interact with gameplay.
- Composited six large scale panoramas for a photography exhibition displayed at sizes up to thirty feet long.

#### Work History

|                      |                          |   |
|----------------------|--------------------------|---|
| <b>2008-Present*</b> | <b>Concept Artist</b>    | ELECTRONIC ARTS, Redwood City, CA       |
| <b>2009*</b>         | <b>Photo Assistant</b>   | JONATHAN BALL, San Francisco, CA        |
| <b>2009*</b>         | <b>Concept Artist</b>    | JULES MANN DESIGN, Redwood City, CA     |
| <b>2007*</b>         | <b>Web Developer</b>     | MY BOWLING BIZ, San Mateo, CA           |
| <b>2003-2008</b>     | <b>Full Time Student</b> | SAN JOSE STATE UNIVERSITY, San Jose, CA |

\*concurrently

#### Education

Bachelors of Fine Arts, Illustration/Animation at San Jose State University, San Jose, CA

*References available upon request.*