

ROB CLARKE

ART+DIRECTOR

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EMPLOYMENT

- 2012 - present **Electronic Arts/Visceral Games**
Franchise Art Director - *undisclosed project*
Art Director - *Battlefield 4*
Lead Art Director - *Army of Two: The Devil's Cartel*
- 2011-2012 **Float Hybrid Entertainment**
Project Lead, Art Director - *General Electric, Throttle Up*
- 2010-2011 **NCsoft/Paragon Studios**
Art Director - *undisclosed MMORPG project*
- 2003-2010 **LucasArts**
Art Director - *Star Wars 1313*
Indiana Jones and the Staff of Kings
Lucidity
+more.
- 2001-2003 **Stormfront Studios**
Lead Artist, Associate Producer
Lord of the Rings: The Two Towers
DemonStone
- 2001 **Gameflow**
Lead Artist
- 2000 **Namco**
Environment Artist - *Dead to Rights*
- 1999-2000 **Midway**
Environment Artist - *Cart Fury*
- 1998-1999 **Stormfront Studios**
Environment Artist
Nascar 99
Nascar Revolution
Hot Wheels Turbo Racing

EDUCATION

San Francisco State University
B.A. Animation with Honors -1996
Emphasis: *Character Animation, Cinematography*

Cal State University Fullerton
Technical Theater Design -1992-1993
Emphasis: *Set Design, Lighting Design*

SKILLS

- Art Direction Bibles
- Logo design & Style Sheets
- Siggraph Real-Time Jurist, 2012, 2013
- Graphic Identity & Marketing Materials
- Cross-studio strategic partnership development
- Skillful team management
- Mentoring & career development
- Public Speaking – *Siggraph, Ex'Pression Center, Adapt, Academy of Art, Carnegie Mellon, USC, SCAD*
- Training - Curriculum Design, Syllabi, Presentations, Evaluations
- Artist & Level Editor Tool Design
- Outsourcing Setup & Management
- Game Story Development
- Project Scheduling & Production
- Technology Evaluation and pipeline design
- Best Practices, Guidelines, & Workflows
- Screenshots & Retouching
- Magazine layout
- Talent performance direction
- Staffing and Scheduling

SOFTWARE

UnReal Engine	
Frostbite Engine	
Unity Engine	
Vision Engine	
Autodesk Maya	
Autodesk Mudbox	
3D Studio Max	
ADOBE Photoshop	
ADOBE Illustrator	
ADOBE InDesign	

