

Donovan Schwach

Concept Artist • Graphic Artist

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OBJECTIVE: To obtain a position as a concept artist within the gaming industry where I can use my experience and drawing skills in bringing creative designs to a company.

Summary of Qualifications

Traditional and Digital drawing

- Focused in creating art with traditional media, which includes pencils, color pencils, and markers.
- Adept at using a pen tablet to create digital art with a computer from sketching to finalized pieces.
- Advanced in digital coloring methods and able to mimic various styles of traditional media.
- Extensive understanding of color theory.

Adobe Photoshop

- Painting and sketching out concept art using various techniques often furthered by using a pen tablet.
- Creating custom non-animated graphics for website or commercial use.
- Creating textures for normal maps used by 3d programs.

Adobe Illustrator

- Creating crisp graphics for use in websites and commercial use.
- Highly adept at using the pen tool to create custom graphics.

Other Qualifications

3d Studio Max

- Competent in various modeling techniques to create low poly organic creatures. Familiar with using the UVW unwrap tool to create seamless textures.

Macromedia Flash

- Familiar with animating, drawing and other various aspects of flash to create designs, games, and layouts for websites.

Macromedia Dreamweaver

- Able to create sites using html, php, css and competent with merging these various types together.

Experience

Concept Artist, CNJ Studios, Phoenix, AZ

January 2008 - Present

Conceptualized and designed various sets of armor, weapons, creatures, and characters for the game. Worked with a dedicated team where we pulled ideas from each other and learned to meld our styles of art into a single unified style.

Freelance Clients

Business Card Design

Serve One

Mesa, Arizona

8/01-30/07

Education

Bachelor of Arts Degree with a focus in Game Art, Collins College, Tempe AZ

Graduated on: *October 10th, 2008*