

Brian Lawver

Senior Concept Artist

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Objective

Be responsible for creating living worlds that capture player's imagination and excitement. Work with my teammates through the challenges of production. Always challenge myself to grow and learn (in and outside work). Share my learnings with others. Do everything I can to create the best games possible.

Skill Sets

Adobe Photoshop – *Creating 2d concepts and texturing, animation*

Unity – *Working knowledge and ability to implement working UI*

Sketchup – *Building basic 3d for 2d concepts and/or level layout*

Zbrush – *Working knowledge and ability to sculpt rough ideas*

Education

DigiPen Institute of Technology Redmond WA 2004-2008
Bachelor's Degree of Fine Arts in Production Animation

Experience

Sharkbite Games 2017-Present

Senior Concept Artist/UI Artist

- Responsible for original visual designs throughout production
- Provide feedback to fellow artists to improve the quality of the game
- Work closely alongside creative director and design for current and future projects
- Created marketing illustrations for soon to be released title
 - Provide visual feedback to offsite marketing team
- Defined visual style of the UI from concept, asset creation, and implementation in Unity
- Work closely with engineering to fit the needs of the UX

King 2016-2017

Gobo Animation and Digital 2017

Myrkott Production 2017

Glu Mobile 2014-2016

Riot Games	2016
Valve/Steam Workshop	2015
Pipeworks Studio	2014-2016
Airtight Games	2012 - 2014
Agner & Wolf Brewing	2013- 2014
Gree/Funzio	2012-2013
ArenaNet	2008-2012

References Available Upon Request