



# Max Barrow

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(619) 933-2197

Concept Artist

www.maxbarrow.com

## SUMMARY

Concept artist with over 6 years experience working in a pipeline consistent with the video game industry. Has experience working closely with others and quickly responding to feedback to meet deadlines. Adept at learning new tools and methods, exploring different visual styles, and is always seeking to improve as an artist. Enjoys imagining worlds along with the things and characters that fill them. Inspired by a life-long passion for games and movies.

## SKILLS

- Adobe Photoshop
- Adobe Flash
- Adobe Illustrator
- 3DS Max
- Maya
- Unreal Development Kit/Unreal Engine
- Microsoft Word, PowerPoint
- Zbrush

## EDUCATION

The Art Institute of California - San Diego, Bachelor of Science, Game Art & Design	<b>September 2011</b>
Concept Art - Character Creation, Hethe Srodawa	<b>February 2010</b>
Concept Art - Environments, Hethe Srodawa	<b>May 2010</b>
Digital "Hand Painted" Textures Using Photoshop, Misty Cool	<b>December 2010</b>
Career In Concepts Seminar with Presentations By Industry Artists:	<b>April 2011</b>
Bryan Yam, Jerad Marantz, Jung Park, Steve Jung, Jonathan Bach, Dave Hobbins, Anthony Francisco	
Anatomy for Artists Mini Crash-Course, Marshall Vandruff	<b>April-May 2013</b>
Environment Design at Concept Design Academy, Bruno Werneck	<b>June-August 2014</b>

## CREATIVE EXPERIENCE

### Machine Union, Production Artist

- Creating illustrations, paintings, and concept art
- 2D production art in Photoshop, Flash, and Illustrator
- 2D animation (flash, frame based, and pre-rendered)
- 2D interface, HUD, and gameplay element design and production
- Agile and Scrum meetings with project teams
- Responding quickly to critique and iteration requests from product vision owners
- Conceiving and developing game designs, distinct visual styles, and feature ideas
- Utilizing detailed process and pipelines in all production work
- Creating supporting documentation and instructional material for processes and pipelines

### Airborne, Senior Project

- Conceived of and created concept art for characters, environments, and vehicles.
- Practiced building a cohesive world where many games and stories could exist.
- Applied creative feedback on a weekly basis.

## CREDITS

- Paradise Cove
- Campus Life
- Paradise Cove: Holiday Adventure
- Unearthed
- The Tomes
- Food Web
- Paradise Cove: Atlantis

## WORK EXPERIENCE

Machine Union, Production Artist

Oct 2011 - Sept 2013

Target, Sales Floor & Cashier

Dec 2015 - Jan 2016

Freelance Illustrator/Concept Artist

Oct 2013 - Current