



Concept Artist

www.kevinduc.com

kevinduc321@yahoo.com

760.815.9700

CORE COMPETENCIES AND SKILLS

- Classically and technically trained in the arts
- Developed sense of design aesthetics covering a range of styles
- Proficient in environment, character, and prop design
- Technically adept in Adobe Photoshop
- Knowledgeable in Maya, Mudbox, and Illustrator
- Windows, Mac OS X literate
- Highly effective communication skills, experienced team player, self motivated, and sensitive to deadlines

WORK EXPERIENCE

Xaviant Studios

Concept Artist

2009 – Present/Alpharetta, GA

Unannounced RPG IP (PS3, Xbox 360)

- Developing a consistent visual style within environmental assets to provide a unique vision of time and culture
- Pulling from multiple historical societies to create a believable living, breathing game world
- Influencing the mood and atmosphere of the game world through pre-visualization paintings
- Working directly with game designers in the translation of world fiction to asset design

Incinerator Studios

Concept Artist

2008 – 2009/Carlsbad, CA

Spongebob SquarePants Featuring Nicktoons: Globs of Doom (Wii, PS2)

Cars Race-O-Rama (Wii, PS2, PS3, Xbox 360)

Unannounced RPG IP (PS3)

- Actualized an original world vision by close collaboration with the art director, designers, and producers
- Participated in design meetings involving story creation, environment visualization, character, weapon, and creature development
- Worked within the style and direction of third party IP's in the design of unique, yet recognizable assets
- Created orthographs, sketches, and finished paintings of characters, creatures, props, and weapons

Concrete Games

Concept Artist

2006 – 2008/Carlsbad, CA

Unannounced Open World IP (Xbox 360)

- Collaborated with the environment lead in creating neighborhood 'keys', a style guide dictating the look of individual game world areas
- Created elevation drawings, prop sheets, and mood paintings for each neighborhood 'key'
- Modified existing vehicle designs to both fit the game world and remain legally neutral
- Designed weapons to reflect various factions

Cheyenne Mountain Entertainment

Concept Artist

2005 – 2006/Phoenix, AZ

Stargate Worlds (PC)

- Worked in a complimentary fashion to the Sci-Fi show, Stargate SG-1, while creating designs unique to our game worlds

- Developed the first visual representations of the game world through early mood paintings
- Worked directly with design and asset artists in the ideation of character and environment production

EDUCATION

Watts Atelier, Encinitas, California

Continuing Education in Fine Arts

Savannah College of Art and Design, Savannah, Georgia

Bachelor of Fine Arts in Animation

PERSONAL

Amanda, my family, friends, surfing, soccer, teaching, movies, video games, playing music, driving fast cars, dreaming of driving fast motorcycles, learning how to fly fast planes, and reading long books.