

TUCSON BAGLEY

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SUMMARY

A character artist capable in both digital and traditional media, with a spark for design and collaboration.

EMPLOYMENT HISTORY

Jul 2014 – Dec 2014 **Junior Artist at Dreamgate Studios**

- Worked to create and ship an expansion pack for an existing iOS/Android/Windows Phone IP.
- Created 2D concepts and assets for use in the Unity 3D Engine.
- As part of a small, tight-knit team, had to take feedback and ideas into account on the fly and communicate effectively, while slotting into an already established pipeline and style.

Dec 2014 – June 2015 **Designer, Penciller for Death Elevator (Comic)**

- A collaborative project, production commenced in December. Responsible for creating storyboard drafts and character designs with our writer, and pencilling/inking final pages. Also responsible for promotional splash art.
- Helped maintain the flow of information to the Publisher regarding marketing and progress.

2012 – Present **Freelance Artist**

- Created various concepts, designs, promotional artwork, and models for authors and clients.
- Met deadlines and handled requests, feedback and disputes in a professional manner.

OTHER EXPERIENCE

Shipped Game - Warden: Melody of the Undergrowth

- Created various UI elements, provided facial feature atlas. Additionally, helped out on a few concepting tasks. Game has been Greenlit, and was recently released via Steam.

Internship - Dreamgate Studios

- Before being hired on as a Junior at Dreamgate, I, along with 5 others, took part in an internship program at the studio during which we were tasked with concepting an expansion to the existing game.

Skills

- 3D Sculpture and Modeling
- 2D Concept and Design
- Strong ability to style match
- Sequential Art

Software Proficiency

- Adobe Photoshop
- Pixologic ZBrush
- Autodesk Maya
- Substance Painter

