

GRAEME MCCORMACK / Concept art & illustration.

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SUMMARY

- › Lead character concept artist on Age of Empires 4
- › 7+ Years experience working in games and animation
- › Recently senior concept artist at Relic Entertainment
- › Studio projects include: Age of Empires 4, Dawn of war 3, Halo 4, Halo franchise projects, Sacred 3, and new IP
- › Solid foundational drawing and painting skills with focus on traditional background and training.
- › Founder and director of a non-profit society focusing on advancing art communities in Vancouver, BC.
- › Proficient in design, layout, color, and mood
- › Project management experience within production and outsourcing teams
- › Proactive and rapid learner, ability to learn technical tools required on the fly
- › 15+ years experience as a professional graphic artist
- › Primary tools include: Photoshop, Zbrush, Modo, Illustrator, and after effects.
- › Very comfortable with 3D workflows in modeling, texturing, sculpting, particles, and animation.
- › Bachelor's Degree in Illustration and Character Design

STUDIO EXPERIENCE

RELIC ENTERTAINMENT / Senior concept artist
4.5 Years / Jan 2015 - August 2019

- › **Projects:** Age of Empires 4, Dawn of War 3, undisclosed projects, and new IP
- › Lead character concept artist on Age of Empires 4 Responsible for over 300+ designs spanning multiple civilizations.
- › Collaborated and help manage the 3D character artist team to ensure design vision is implemented on AoE4
- › Created and implemented production pipeline with internal and outsourcing teams for characters
- › Worked on new IP team to create several different project visions with an emphasis on world building from the ground up

THE SEQUENCE GROUP / Concept artist - production artist
- 2 Years / April 2012 - Sept 2012 & Nov 2013 - Oct 2014

- › **Projects:** Halo 4, Halo: Master Chief Collection, Sacred 3, Halo 2 Anniversary Edition
- › Concept design, digital background painting, texture painting and modeling
- › Created background painting and concept designs that were consistent with the set style
- › Worked with animators to create usable assets for animation
- › Texture painting using Mari and Photoshop in conjunction with modelers specific needs while matching the set style of the artwork

EDUCATION

Bachelor in Visual Communications Design
Graduated 2009, Character Design Major
Alberta College of Art + Design (Alberta University of the Arts)

ADDITIONAL

- › **Director of The ArtBreakers Illustration Society.** A not-for-profit society benefiting the arts and growing the creative community in Vancouver, British Columbia. - Artbreakers.ca

References available upon request

LM WERKS / Concept artists and Production artist
1 year / Nov 2012 - Oct 2013

- › Titles Shipped: 4
- › Concept design and UI design
- › Experience as art lead to create background paintings based on brief to set the style of the game
- › Assist in art direction and unification of assets for in-game UI
- › Helped create workflow pipelines for production art on a per-project basis
- › Concept, draft, and model of different props and assets used as in-game UI elements

3 DIMENSIONAL SERVICES / Project management and concept design
1.5 Years / November 2010 - April 2012

- › Project manager
- › Created concept designs for various custom fabricated displays, sculptures and spaces
- › Production of graphic images, both raster and vector, for application on various media
- › Worked with a creative team with wide ranging skill-set to produce large scale projects

