

GRAEME MCCORMACK / Concept art & illustration.

- > gmac@wizardsandunicorns.com
- > www.wizardsandunicorns.com
- > Phone: +1 604 783 7347

## SUMMARY

- > Lead character concept artist on Age of Empires 4
- > 10+ 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
- > Collaborative and driven. Will gladly work with others to solve interesting problems.
- > 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

**GASKET GAMES** / Senior visual development artist  
~ 2 Years / March 2020 - present

- > Projects: Stormground, and new IP
- > Currently visual development lead for studio

**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

**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

## 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.

