

GRAEME MCCORMACK

Concept art & illustration

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SUMMARY

- > 10 Years experience as a concept artist
- > Currently lead concept artist
- > Projects include: Age of Empires IV, Age of Sigmar: Stormground, Halo 4, Halo 2 Anniversary Edition, Halo Master Chief Collection, Sacred 3, Dawn of War III, and unannounced projects
- > Experienced leading teams of character artists to achieve established direction/vision
- > Extensive involvement with new IP development and pitch work
- > Lead character concept artist on Age of Empires 4
- > Foundational training in traditional illustration and design with a focus on drawing and silhouette anatomy, design, layout, color, and mood
- > Focus on character/costume and creature design
- > Collaborative and self-driven. Works strongly with teams to create cohesive products/solutions
- > Bachelor's Degree in Illustration and Visual Communication
- > Primary tools include: Photoshop, Zbrush, Marmoset Toolbag, Illustrator, and After effects.

EXPERIENCE

GASKET GAMES / Lead concept artist
March 2020 - present

- > Projects: Stormground, new IP development, outsourcing
- > Outsourcing Lead: Concept development and management of assets for outsourcing projects
- > Visual development lead for studio
- > New IP development involving visual development and leadership between teams and disciplines
- > Worked closely with game designers and Art Director to create cohesive visual direction along with game experience

ANEMONE HUG / Lead concept artist - contract
Jan 2020 - Aug 2020

- > Provided mentorship to senior concept artist
- > Consulted leadership on scope, direction, visual target

RELIC ENTERTAINMENT / Senior concept artist
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 lead the 3D character artist team to ensure design vision is implemented on AoE4
- > Created and implemented production pipeline with internal and outsourcing teams for character

THE SEQUENCE GROUP / Concept artist - production artist
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

LM WERKS / Concept artist and production artist
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)

Diploma in Publishing: Techniques and Technologies
2001 - 2004
Langara College

NON-PROFIT

ArtBreakers Illustration Society / artbreakers.ca

Co-founder and director 2016- 2019
Created to connect professional illustrators and designers with one another and inspire the art community and general public.

References available upon request.