

GRAEME MCCORMACK

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SUMMARY

- > 12 Years experience as a concept artist and illustrator
- > Currently lead character 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

HINTERLAND / Character concept artist
January 2023 - present.

- > Lead character concept artist on sci-fi new IP
- > Work closely with art director on a small team to create a unique vision for a sci-fi world

GASKET GAMES / Lead concept artist
March 2020 - November 2022 ~ 2.5 yrs.

- > 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
January 2020 - August 2020 ~ 6 mo.

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

RELIC ENTERTAINMENT / Senior concept artist
January 2015 - August 2019 ~ 4.5 yrs.

- > 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 ~ 2 yrs.

- > 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
November 2012 - October 2013 ~ 1 yr.

- > 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

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.