

## Serg Souleiman

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### PROFESSIONAL EXPERIENCE (VIDEO GAME INDUSTRY)

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**Interplay**, Irvine, CA

Jan 2008 – Present

Art Director | Lead Concept Artist

**Game Project V13** (MMO)

- Lead concept artist in the pre-production stage of the project
- Created a variety of exploratory environments and character concepts in search of style and mood
- As Art Director, managed a team of 2D and 3D artists to stay on vision and style
- Provided paintovers, fresh concepts, and handled the outsourcing and implementation of final assets
- Acting Art Director and visionary on other IPs

**LEGO Company**, Billund, Denmark

Jan 2009 – Feb 2009

Sr. Concept Artist (Freelance Contract)

**2010 Toy Line** (Toys)

- Worked with the creative director of Lego to design and create a new line of toys and stories for the 2010 release

**Crystal Dynamics**, Menlo Park, CA

March 2008

Concept Artist (Freelance Contract)

**Unannounced Tomb Raider Title** (Cancelled)

- Provided environmental concepts for an unannounced title within the Tomb Raider franchise

**Obsidian Entertainment**, Irvine, CA

Jan 2007 – Jan 2008

Lead Environment Concept Artist

**Alpha Protocol** (Xbox360, PS3)

- Worked closely with the Art Director in development across all the areas of the game
- Later provided storyboards for the RPG side

**High Moon Studios**, Carlsbad, CA

June 2006 – Dec 2006

Jr. Storyboard Artist

**The Bourne Conspiracy** (Xbox360, PS3)

- Started my career as an intern at HMS working closely with the Art Director and Concept Artist
- Shortly after was promoted to Jr. Cinematic Storyboard Artist

**Activision**, Santa Monica, CA

2004 – 2005

Designer

**Call of Duty: United Offensive** (PC, Mac); **X-Men Legends** (Xbox, PS2, NGC)

- Provided QA and game design ideas

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### PROFESSIONAL EXPERIENCE (FREELANCE ILLUSTRATION – 2004 - PRESENT)

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- **Imagine FX Magazine** – Demos and Illustrations
- **2D Artist Magazine** – On going Illustrations and tutorials
- **Stone Arch Books** – Children book cover Illustration
- **Applied Medical** – Trade show medical illustrations

## **TEACHING EXPERIENCE**

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### **Laguna College of Art & Design, Laguna Beach, CA**

#### **Instructor**

- Figure Drawing, Oil Painting, Photoshop and Painter Illustration

### **Freelance Art Instructor, Orange County, CA**

- Taught private classes on Painter and Photoshop techniques and classical figure drawing

## **ACHIEVEMENTS & AWARDS**

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- Spectrum 13
- Best of Illustration and Fine Art Award 2006 (LCAD)
- Best of Illustration and Fine Art Award 2005 (LCAD)

## **EDUCATION**

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### **Laguna College of Art & Design, Laguna Beach, CA**

**2005**

- B.F.A. in Illustration and Fine Art minor

### **Art Center College, Pasadena, CA**

**2004 – 2005**

- Entertainment, Concept Design Certificate Program

### **Learning Tree University, Van Nuys, CA**

**2000 – 2001**

- A.A. degree in video editing and 3D modeling

## **SOFTWARE PROFICIENCIES**

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- Adobe Photoshop
- Corel Painter
- Sketch-Up
- Maya
- 3DS Max
- ZBrush
- Unreal & Proprietary Engines