

NATE HALLINAN

CONCEPT ART - ILLUSTRATION - MATTE PAINTING

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EDUCATION

Bachelor of Science with Honors in Game Art & Design, The Art Institute of Portland 2007

PROFICIENCIES

Experienced in illustration, concept design (character, environment, asset), matte painting and storyboards/key frames/mood boards. As a lead concept artist I have experience with team art direction, art development and critiquing.

FILM - TV - COMMERCIAL (Freelance)

Bent Image Lab	Matte painting and texture artist for Coca-Cola commercial.
Psyop TV	Character designs for Coca-Cola commercial.
May-Sun Productions	Matte painting for the pilot TV Show C-47.
Roads End Films	Character and creature designs for the film Deadwater.
LAIKA	Modeled blend shapes for Cookie Crisp Commercial.
Hive FX	Photo composited interior designs for Nike stores.

VIDEO GAMES

Supergenius Studio - (Lead Concept Artist)

CLIENTS

The Amazing Society
Griptonite Games
Telltale Games
Pipeworks
NGMoco
Nuevo Retro Games

GAME TITLES

Marvel Super Hero Squad Online
Marvel License TBA
Puzzle Agent 2, Sam & Max
Gremlins Gizmo
TBA
Lava Loops

DUTIES

Concept design, trading card illustrations.
Concept design, storyboards, mood boards.
Box design, character illustrations and animations.
Logo animation concept.
Concept design.
Game design, concept design.

Liquid Development - (Concept Artist)

CLIENTS

Microsoft Games
Gearbox Software
Harmonix
Light Box Interactive
Disney Games
Black Jacket Studios
Zynga
Blue Omega
Paleo Entertainment

GAME TITLES

Kinect Adventures, Scene It
Borderlands
Rock Band 2
Starhawk
Pixie Hollow
Metal Drift
Mafia Wars
Damnation
Merchants of Brooklyn

DUTIES

Concept design, backgrounds, modeling, texturing, orthographs.
Weapon concept design.
Concept design, modeling, texturing.
Concept design.
Background designs.
Weapon concept design.
Icon Designs.
Concept design.
Concept design, modeling, texturing.

AWARDS

CGTalk - CG Choice Award for 'Smurf Sighting.'

1st place - Beast of 9 Creature Contest on deviantArt. (Judged by the director of the film "9" Shane Acker.)

1st place - The Gnomon Workshop 2D Challenge, September 2009, Theme "Evil Children."

1st place - The Gnomon Workshop 2D Challenge, October 2008, Theme "Graveyard."

Winner of CGHub's Creature Planets Challenge #06 - Polyphemus Gas Giant.

FEATURES

Imagine FX DVD (October 2011)

Computer Graphics World China (November 2011)

Oracom - Book of Creation 2011

Huffington Post Entertainment (September 23, 2011)

io9 (Sep. 26, 2011) & (Oct. 18, 2011)

www.NATEHALLINAN.com