EXPERTISE

Art Direction
Visual Design
Visual Storytelling
Problem-Solving
Original IP
New Media
Fiction & Screenwriting
Narrative Development

SKILLS

Adobe
Photoshop
Illustrator
After Effects
Acrobat
InDesign

Maya
Unity
NGUI
SketchUp
Miro

MS
Excel
Word
PowerPoint
Outlook

Google
Sheets
Docs
Slides
Keynote

Mark Cordell Holmes | mch@markcordellholmes.com | www.markcordellholmes.com

- *30+ year career in the innovation lane of new media, bridging visual storytelling and technology,*
- *Art & Creative Director, Designer, Visual-Emotional Storyteller, World-builder, Narrative Developer and Writer*
- *15+ years on Feature Animated Films, Shorts, & Commercials with some of the greatest directors & storytellers*
- *12+ shipped games, plus unshipped R&D titles, spanning Mobile, Console, PC, Browser & cross-platform*
- *Experienced developing on for new media, including VR and ambient AR platforms*
- *Collaborative, problem-solver versed in pre-production, original IP development, and creative innovation*
- *Avid consumer of popular culture across all media, shaping for others the kinds of experiences that shaped me*

09/18-Present | **EA / MAXIS STUDIOS** | *Art Director / Principle Narrative Designer* | Redwood Shores, CA

- *Art Director* for launch of mobile game **Command & Conquer: RIVALS**
- *Art Director* of visual development pitching & developing **original IP game concepts**
- *Art Director* on **Unannounced Maxis Project**
- *Principle Narrative Designer* on **Unannounced Maxis Project**

10/16-03/18 | **CREATIVE CONSULTANT** | *Art Director, Creative Director* | Bay Area, CA

- 11/17-3/18 | **FACEBOOK** BUILDING 8 (via ProUnlimited) | *Creative Director* | Menlo Park, CA
  Authored, pre-visualized & oversaw creative content demos for **Ambient AR platform**
- 2/17-11/17 | **Pocket Gems** | *Production Designer* | San Francisco, CA
  Directed look & design logic for original IP mid-core **RPG mobile game** (canceled)
- 2017 | **3rd Eye Studios** | *Advisor* | Helsinki, Finland
  Advised studio on original look, tone & fiction for VR game, **Downward Spiral**
- 08/16-02/17 | **Steel Wool Studios** | *Art Director* | Oakland, CA
  Mentored art team, guided visual look & previs process for Warhammer VR Game, **The Horus Heresy**
- 10/16-05/17 | **Capital One Creative Lab** | *Creative Director* | San Francisco, CA
  Conceptualized, directed interactive comic book-themed interactive installation for **C1 Cafes**

01/15-06/16 | **GOOGLE** | *Doodler* | Mountain View, CA

- *Artist, Art Director & Creative Director* for international **Static, Animated & Template Doodles**
- *Creative Director* for **Interactive Doodles**, including art direction and visual prototyping
- Sourced and maintained expansive database of international contract & freelance artists
- *Creative Director* of doodles for mobile **Now Platform**
- *Creative Director* of iterative **Fun Boxes**

10/11-12/14 | **DYNAMIGHTY** | *Art Director/Co-Creative Director* | San Francisco, CA

Responsible for visual style of Bafta-nominated & Pocket Games award-winning game, ***Counterspy***, (2014 on iOS, Android, PlayStation, PS4 & PS Vita). Responsibilities included:

- Established the look, tone, and style of **Counterspy**
- Contributed to game fiction, world-building, narrative and humor
- Art Directed in-house, remote artists on Settings, Characters, Visual Development, VFX, Cinematics
- Prototyped early production modular set and prop assets, metrics & pipeline
- Modeled, UVed & Textured sets and props in Maya
- Implemented UI, HUD, screen and cinematic elements in Unity using NGUI
- Designed, Assembled, Lit sets in Unity
- Designed all in-game & outer-loop Graphics, Menus, Screens, HUD, App Store & Branding assets
- Designed Dynamighty corporate Branding & Visual Identity
- Developed original IP concept Pitch Decks for investors
- Art Directed look & feel of self-published 2015 iOS & Android mobile game, **Fingers of Fury**

EDUCATION

SJSU
Graphic Design
Illustration

De Anza College
Film Making
Animation
Screenwriting

Continuing Studies
Fiction Writing
Screen Writing
Improv

11/96-07/11 | **PIXAR ANIMATION STUDIOS** | *Artist / Production Designer / Art Director* | Emeryville, CA

15+ years in feature Art Department on 11 Features, multiple Shorts, Commercials, Interstitials, DVDs, Theme Parks, Marketing, Consumer Products, Style Guides, Localization, Training & Mentoring, Art Pipeline improvement

- Monsters Inc 2, Cars 2, Brave, Toy Story 3 | *Graphic Designer*
- Cars Toons | *Set, Character & Graphic Designer*
- Newt (canceled) | *Set Art Director*
- Wall-e | *Graphic Art Director*
- Ratatouille | *Set Designer, Graphic Designer*
- Lifted (short) | *Production Designer*
- The Incredibles | *Set Designer, Lead Graphic Designer*
- Toy Story 2 | *Set Artist, Graphic Artist*
- A Bug's Life, Monsters, Inc | *Character Artist, Set Artist, Graphic Artist*
- Commercials | *Freelance Background, Texture, Graphic Artist*

03/96-11/96 | **THE 3DO COMPANY/NEW TECHNOLOGY GROUP (NTG)** | *Digital Artist* | Redwood City, CA

- *Untitled Internet Project* (canceled) | Vehicle & Character Concept Artist
- *Rush* (canceled) | Character & Environment Concept Artist; 3D Modeler & Texture Artist
- *Station Invasion; Golden Gate (3D0)* | Freelance Cinematic Storyboard Artist
- *Escape From Monster Manor (3D0)* | Freelance FX Artist

05/94-01/95 | **ROCKET SCIENCE GAMES** | *Digital Artist/Art Director* | Emeryville, CA

- *Rocket Boy* (canceled) | Art Director, Set & Character Concept Artist
- *Obsidian (PC)* | Character Concept Artist for internal pitch
- *Cadillacs & Dinosaurs (Sega CD)* | Production & FX Artist, Cinematic Storyboards, Compositor

11/92-01/94 | **EPYX GAMES** | *Digital Artist/Animator* | Redwood City, CA

- *Battle Bugs (PC)* | Co-Designed/Co-Animated all in-game art, sets, characters, menus & screens

Teaching

2006-2007 | **Academy of Art University** | *Instructor* | San Francisco, CA

- *Production Art for 3D Animation*, part of permanent curriculum

2022 | **Savana College of Art & Design (SCAD)** | *Mentor* | San Francisco, CA

- Mentored Juniors & Seniors, assigning class projects and reviewing portfolios

Public Speaking

- *Conferences* | Game Developers Conference (GDC); Games First; Bologna Future Film Festival (BFFF); VMA re:design Conference; Society for Children's Book Writers and Illustrators (SCBWI)
- *Universities* | SF Academy of Art; Art Center; California College of the Arts (CCA); Maryland Insititute College of Arts (MICA); Savana College of Art & Design (SCAD); Aalto University
- *Companies* | Dynamighty; Google; EA Worldwide Studios

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