

- CLAY BROOKS -

Art Director with 13 years of experience | Shipped 10+ titles on PC, Mobile, and Console

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PROFESSIONAL EXPERIENCE

Dire Wolf Digital, Denver • Art Director 01/2021 - Present

- ▶ Direct and manage 10 artists on new product development
- ▶ Coordinate with leadership to meet project deadlines and quality standards
- ▶ Shipped 3 games with over 90% positive on Steam, Google Play, and App Store as Art Director
- ▶ Collaborate with clients to meet project aesthetic goals on budget
- ▶ Create concept artwork for pitch decks
- ▶ Write process and style documentation
- ▶ Assist production in sprint planning, tasking, and performance reviews

Dire Wolf Digital, Denver • Senior Artist 05/2017 - 01/2021

- ▶ Helped release and maintain a CCG with over 1m downloads
- ▶ Work with stakeholders to create lo-fi to hi-fi wireframes
- ▶ Develop animated and interactive game mockups to communicate timing and flow
- ▶ Collaborate with engineering to optimize game assets to ensure optimal client performance on all supported devices
- ▶ Maintain consistent art style from early development to game launch
- ▶ Provide marketing with ads, game assets, video trailers, and convention materials

Dire Wolf Digital, Denver • Junior Artist 09/2015 - 05/2017

- ▶ Work closely with game designers to satisfy UI specs and UX goals
 - ▶ Iterated on and improved UI aesthetic to match modern game quality standards
 - ▶ VFX and animation for UI
 - ▶ Live support of consistent feature updates and cosmetic additions
 - ▶ 3rd party plugin support and streaming integration
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EDUCATION

SKILLS

Art Direction

Style development, style documentation, team management & guidance, paint overs, sprint planning, project management, client relations, business development pitches

3D

Modeling, sculpting, retopo, texturing, materials, shader nodes, rigging, animation

2D

Concept art, illustration, logo design, typography, iconography

UI / UX

Wireframing, heat mapping, UI flow mapping, interactive mockups, UI implementation, mobile games, console games, optimization

SOFTWARE

3D

Blender, 3DSMax, ZBrush, Substance Painter, Topogun, Unity

2D

Photoshop, Illustrator, XD, InDesign, Premier, After Effects

General

Jira, Confluence, TortoiseSVN, PureRef, Office