Eric Dagley

EricDagley.com

eric.dagley@gmail.com

CORE SKILLS

- 2D environment and character concept art
- Illustration and production art for web, print, and in-game uses
- AAA, mobile, and Games as a Service development

EXPERIENCE

Freelance, Seattle WA — *Illustrator/Concept Artist*

January 2013 - Present

- Collaborated with clients to produce character/environment concept art and marketing assets for mobile titles, Games as a Service projects, and promotional initiatives
- Clients: Supercell, Square Enix Montreal, TiMi Studio Group (Tencent), and XBOX

ArenaNet, LLC, Bellevue WA — *Concept Artist (Internal Projects)*

October 2017 - February 2019

- Produced environment concept art and in-game 2D world assets
- Produced cinematic splash illustrations for motion graphics
- Worked with Art Director to develop a unique visual style for game-world and UI icons

Motiga, Inc., Bellevue WA — *Illustrator/2D Artist (Gigantic)*

May 2015 - September 2017

- Produced character and environment illustrations, key art, and screenshot paintovers for marketing and in-game use
- Developed concepts for new heroes and cosmetic items
- Created comps for web/print ads, posters, and banners
- Drafted style guides and branding documents for use by 3rd party agencies to ensure consistency across marketing materials
- Designed 2D assets for HUD and progression systems

TOOL PROFICIENCY

Photoshop, MODO