

Eric Kozlowsky

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Objective

To be part of a focused creative team utilizing my skills as an artist to further enhance the quality and aesthetics of the projects I work on.

Experience:

Planet Moon Studios (www.planetmoon.com)

San Francisco, California

Artist, August 2006- Current

- **Unannounced Wii Title**
 - o Environment Modeling, Texturing, and Lighting
- **Musical DNA™ (prototype demo)**
 - o Senior Artist - responsible for creation of style guides, and the look of the project
 - o Concept Art
 - o Modeling
- **Wish You Were Here™ (ngmoco:) (canceled – iphone/ipod touch)**
 - o Senior Artist - responsible for all art in the title from concept to completion, including style guides for the publisher
 - o Concept Art
 - o Character Illustration
 - o Environment Illustration
- **Drawn to Life The Next Chapter™ THQ (Shipped – Nintendo Wii)**
 - o Environment Modeling, Texturing, and Lighting
 - o Concept Art
- **Battle of the Bands™ THQ (Shipped – Nintendo Wii)**
 - o Environment Modeling, Texturing, and Lighting
 - o Character Modeling and Texturing
 - o Concept Art
- **Afterburner: Black Falcon™ SEGA (Shipped – PSP)**
 - o Environment Modeling, Texturing, and Lighting
 - o Concept Art

Double Fine Productions (www.doublefine.com)

San Francisco, California

Environment Artist (contract), February 2008- July 2008

- **Brutal Legend™ Electronic Arts (Shipped –XBOX360, PS3)**
 - o Environment and Prop Modeling

Z-Axis. (www.z-axis.com)

Foster City, California

Environment Artist, May 2005- October 2005

- **X-Men™ Activision (Shipped – XBOX, XBOX360, PS2, PC)**
 - o Environment Modeling (including cut scenes), Texturing, and Lighting

Vicious Cycle Software Inc. (www.viciouscycleinc.com)
Chapel Hill, North Carolina
Artist, September 2003- November 2004

- **Spy Vs Spy™ Global Star Software (Shipped – XBOX)**
 - o Environment Modeling, Texturing, and Lighting
 - o Character and prop modeling
 - o Animation of level objects
 - o Collaborated with other artists and designers on game play and level aesthetics

- **Robotech: Invasion™ Global Star Software (Shipped – PS2, XBOX)**
 - o Modeling (Characters, Environments and Props)
 - o Environment lighting
 - o Character rigging, facial morph targets and skinning
 - o Concept art for various environments

Education:

The Art Institute of Phoenix, Arizona - *Bachelors of Arts in Game Art and Design*
September 2000- September 2003, GPA 3.7 Graduated with Honors.

Software Skills:

3D Studio Max, Zbrush, Maya, Photoshop, Painter, Illustrator, and After Effects

Achievements:

- o Best Portfolio Summer Graduation 2003
- o Students Choice Best Portfolio Summer Graduation 2003
- o Art featured in Art Institute of Phoenix magazine advertisements and marketing material
- o Deans List and Honor Roll

References:

Available upon request