

Lloyd E. S. Hoshide

Concept Artist and Illustrator

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Objective: To produce concept art that will explore new ideas as well as expand on existing worlds. I want to have a hand in the creation of the fantastic worlds that we see in the games we all enjoy. I also want to be a part of a team with a fun and collaborative work environment.

Skills and Experience:

- 5 years of experience working as a 2D artist in games.
- Strong drawing and painting skills in traditional and digital media.
- Very versatile ability to adapt to established art styles.
- Extensive experience working with an Art Director or Client to perfect a shared vision.
- The ability to step back and self critique, as well as to look forward and make design decisions based on the needs of the game and the clients overall vision.
- Advanced knowledge of Photoshop.
- Great Communication and team work. (Experienced with both large and small teams)

Responsibilities I have had in the past:

- Concept art
- 3D modeling, texture painting, and animation
- 3D sculpting
- Story Boarding and animatics
- Digital and traditional media illustration
- Animation and editing
- User Interface Design

Software:

- Adobe Photoshop
- Adobe Illustrator
- Autodesk Maya
- Mudbox
- Adobe After Effects and Premiere Pro
- Frostbite
- Perforce

Relevant Experience:

Electronic Arts _____ **November 2014- December 2014**
March 2015- December 2015

Contractor UI Artist: (Hired for 2 separate contracts.)

- Project: Battlefield Hardline
- Designed and created Badges for achievements, patches and awards.
- Converted and cleaned up images for dozens of blueprint style mini-maps.
- Paint overs of 3D models for final in game presentation.
- Experience using Frostbite (EA's proprietary game engine)

Leviathan Interactive _____ **Feb 2014- April 2014**

- Concept Artist: Explored character concepts for a contemporary animation style game(unannounced title). Developed prop and environmental concepts, did mood paintings and style guides for other 2D and 3D artists. I was also responsible for character texture painting for our in game 3D models.

Wicked Loot Studios _____ **June 2013- Dec 2013**

Contract Artist:

- Concept art for characters, props and environments.
- Modeling props, vehicles, environment assets and characters.
- Textured 3D assets
- UI design including HUD, Logos, and icons.
- Illustration for splash art and marketing purposes.
- Animation for 3D characters as well as 2D animation for marketing.
- Particle Effects in the Unity 3D engine.
- During my stay at Wicked Loot we ran a Kick-starter for our game "Spark Rising." My team and I broadcast on twitch for 48 hours in order to raise funds for our campaign. I was tasked with doing art and modeling demos during the stream, as well as interacting with our viewers and addressing all art related questions. While I was streaming we peaked around 2000 viewers. After the night was over we had raised about \$15,000 which put us over our Kickstarter goal (almost 90% of our goal).

Flying Wisdom Studios _____ **July-December 2012**

July-December 2011

August-December 2010

2D Artist:

- 2D props/characters/environment creation, UI design, paint overs, sprite animation, illustrations.
- Character/prop/environment design, Created storyboards and pitch packages.

Shipped Games: Atari Outlaw, Giant Realms, Arthur Christmas: Elf Run, Furious Racing World Champ
Games Under Development: Project Illuminate, Spark Rising

Education:

Academy of Art University in San Francisco

Jan 2009-June 2012

- Major: School of Game Design.

Digital Media Program at the Hilo Community College

2006-2008

- I was given the Art Lead position in a class that built a prototype game in the Unreal Engine.
- I was tasked with designing characters and guiding my classmates through the 3D modeling process.

Hilo Community College

2001-2003

Extra curricular achievements:

I was a finalist in a Borderlands storyboard contest run jointly by Gearbox studios and the Academy of Art University. We were featured in the documentary film "The Art of the Game" produced by 2K Games.