

JESSEMACCABE

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Work Experience

.....
2009
Design for Sustainability Summit
Concept Artist

2007
Obsidian Entertainment
Alpha Protocol
Art Intern / Concept Artist

2006
Lost Vectors
Concept Artist / Game Art

Earthwave Studios
Concept Artist
GUI design & Graphics

2005
Mike Butkus
Character Design

Education

.....
2005-2009 Art Center College of Design
BS Industrial Design - Entertainment Design

2004-2005 Art Institute of Boston
Studied Illustration

Recognitions

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2006 Art Center Gallery Exhibition

Skills

.....
Digital and Traditional Proficiency, Conceptual Design, Visual Development, Illustration, Rapid Visualization

Software

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Photoshop, Painter, Illustrator, Sketchup,
Alias - MAYA, Zbrush, HTML, CSS, FLASH

Interests

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Games: Fallout 3, Gears2, L4D, MMROPG's and FPS

Sports: 10+ years of martial arts, hockey, soccer and lacrosse

A healthy appetite for any entertainment that could enhance creativity: video games, cinema, cartoons, comics...

References

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Available upon request