



Stuart Rose

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Portfolio: <http://sturose.com/>

Skills:

- 14+ years of experience as an artist and animator in a high-tech environment
- 8+ years of experience as a managing artist
- Experience in managing multiple projects, priorities, deadlines, and varying personalities
- Extremely proficient in [3dsmax](#), [Maya](#), [Modo](#), [Illustrator](#) and [Photoshop](#)
- Working knowledge of [HTML](#), [Flash](#) & [Javascript](#)
- Experience with creating UI art assets
- Experience with the pressures and requirements involved with Startups
- Thorough understanding of [Unity 3D](#) engine and capabilities
- Self-motivated with a passion for making the highest quality games
- Credited on multiple AAA PC titles

Shipped Titles:

Deadliest Catch, Sea of Chaos (Wii, Xbox, PS3); **Touchmaster 4** (DS); **Dragonshard** (PC); **World of Warcraft** (PC); **Warcraft 3** (PC); **Diablo 2** (PC); **Starcraft** (PC); **Diablo** (PC); **Warcraft 2** (PC); **Warcraft** (PC); **Blackthorne** (PC, SNES) **Death of Superman** (SNES); **Justice League Task Force** (SNES); **Rock 'n' Roll Racing** (SNES); **Lost Vikings** (SNES)

Personal Projects - Seattle, WA

May 2010 - Present

Voluntarily took time off to work on personal projects, learn new software, get married and moved to Seattle. During this time, I have been extensively working with the Unity 3D Game Engine to produce personal projects for the Android operating system, with an eye towards creating my own games for the new emerging market.

I have also found the time to assist multiple small startup companies with their artwork production needs, creating IP pitch ideas and UI icons.

Double Tap Games - Boston, MA

February 2009 - May 2010

Lead Artist

Titles (released): **Deadliest Catch** (PS3, XBOX, PC); **TouchMaster 4** (DS)

- Maintained the artistic vision for products and scheduled art production timelines
- Worked with designers to establish user flow diagrams and creation of UI elements
- Created concepts and art assets for game title pitches to publishers
- Produced numerous 3D mesh objects and textures
- Updated artist job descriptions and participated in the hiring process for all art positions

Helixe/THQ - Boston, MA

August 2008 - November 2008

Art Director

Titles (unreleased): **Wall-E 2** (DS); **World of Zoo** (DS); **DeBlob** (DS)

- Concurrently developed 3 game properties with a team of 15 artists
- Held daily agile-scrum meetings to lead artists through the production process
- Worked with producers to establishing weekly and monthly production goals
- Refined the art production pipeline and suggested efficiency improvements
- Updated artist job descriptions and participated in the hiring process for all art positions
- Developed product pitches and game concepts for the approval of THQ Headquarters

Cheyenne Mountain Entertainment - Mesa, AZ
Art Director; Director of Strategic Planning

August 2005 - May 2008

Titles (unreleased): **Stargate Worlds** (PC); **eRacing** (PC)

- Recruited and hired new 20 person art team in preparation for production of new MMO
- Established production pipeline, including software and game engine needs
- Mentored and trained artists
- Worked with local game school accreditation board to establish better teaching practices
- Developed and established artistic vision of the game
- Researched game engine and production software
- Scheduled and approved development production schedule
- Approved and researched game concepts and pitches
- Identified and developed contacts with domestic art outsourcing houses

Game Refinery - Orange, CA
CEO

August 2004 - July 2005

Titles (unreleased): **Wayfarer** (DS); **Widget9** (PC)

- Established company vision and direction
- Developed contacts with gaming publishers
- Created Business plan, development documentation, and schedules
- Created and implemented product pitch design

Liquid Entertainment - Agoura Hills, CA
Art Director

August 2003 - July 2004

Titles (released): **Dragonshard** (PC)

- Lead the art team through the all stages of development and ensured the quality of the content produced
- Implemented review process for artists, including annual salary reviews
- Created game concept pitches for future IP
- Adapted game production schedule to match needs from ever changing Game Design Document (GDD)
- Updated artist job descriptions and participated in the hiring process for all art positions

Blizzard Entertainment - Irvine, CA
Senior Artist

April 1991 - July 2003

Titles (released): **World of Warcraft** (PC); **Warcraft 3** (PC); **Diablo 2** (PC); **Starcraft** (PC); **Diablo** (PC); **Warcraft 2** (PC); **Warcraft** (PC); **Blackthorne** (PC, SNES) **Death of Superman** (SNES); **Justice League Task Force** (SNES); **Rock 'n' Roll Racing** (SNES); **Lost Vikings** (SNES)

- Created numerous 3D assets and hand painted textures for all 3D games produced
- Animated characters, objects, and cameras for multiple in-game cinematics
- Logo Design, including company logo and game titles
- Created initial game concepts and design documents
- Responsible for the majority of UI artwork and UI design on multiple early titles
- Voice acting, ("Yes, m'lord...")

Education:

Bachelor of Fine Arts, California State University - Long Beach, CA