

# KEVIN O'NEILL

1.734.846.0451  
930 St. Francis Blvd #2071  
Daly City, CA 94015  
Angel.of.Bacon@gmail.com  
<http://www.artofkevinoneill.com/>

## Employment

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- PocketGems** 11/2014- Present San Francisco, CA
- War Dragons** (IOS)  
Concepted art for environments, buildings and upgrade states  
Created story illustrations, character art, promotional banners and comics
  - Hidden Agendas: The Lionheart Mystery** (IOS)  
Concepted initial character designs  
Initial scene concepts and final paintovers  
Wrote style guide for outsource studios
- Zynga** 10/2011- 1/2014 San Francisco, CA
- FarmVille 2** (Facebook)  
Created concept art for animals, buildings, decorations, vegetation, and illustrations
  - Unnamed Mobile Project** (IOS and Android)  
Created concept art for vehicles, buildings, and vegetation
- Blue Fang Games** 9/2010- 6/2011 Waltham, MA
- The Oregon Trail** (Facebook)  
Created illustrations, concepts, game assets, and UI elements in Flash
- FizzPow Games** 4/2010-5/2010 Monument, CO
- Mummy's Treasure** (IOS) (Remote Contract Work)  
Created development concept art  
Created UI art, sprites, icons, and animation
- Electronic Arts** 1/2008-10/2008, 3/2009-7/2009 Redwood City, CA
- SimsAnimals** (Nintendo DS)  
Modeled, textured, rigged, and animated animal models  
Painted environment level concepts  
Created UI assets such as level splash screens and animal portraits  
Developed and documented Maya to 2d sprite animation pipeline
  - SimsAnimals Africa** (Nintendo DS)  
Created level concept art  
Created splash screen art and UI assets
- Mind Control Software** 4/2006-6/2007 San Rafael, CA
- Project Mars** (PSP) (unreleased)  
Textured unit models and level terrain
  - DimensionM: Evolver** (PC)  
Textured enemy and prop models  
Created environment textures and lighting
  - Arrrrrr!** (PC)  
Created all level and UI art

## Education

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- Watts Atelier of the Arts, 2009-2010**
- University of Michigan School of Art and Design, 2001-2005**  
Bachelor's of Fine Arts, Painting and Drawing  
Dean's List and University Honors 2001-2002, 2005  
Wolverine Soft Game Development Student Group
- Crisis Wolverine: Insurrection Green** (PC)
- Burnt Planet** (PC)

## Skills

Maya, Photoshop, Flash, 3d Studio MAX, Zbrush, Perforce, SmartSVN, JIRA, Basecamp

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