

KEVIN O'NEILL

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Employment

Brotherwise Games	8/2021- 12/2021	Torrance, CA
Call To Adventure: Epic Origins (Remote Contract Work) Created illustrated fantasy card art		
PocketGems	11/2014- Present	San Francisco, CA
War Dragons (IOS & Android) Created character portrait illustrations Created dragon concepts and illustrations Storyboarded level flythrough moments Concepted art for environments, buildings and upgrade states Created story and promotional banner illustrations Provided paintover and verbal feedback for art outsourcing		
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 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

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

Skills

Photoshop, Maya, Blender, Zbrush, Flash, Perforce, SmartSVN, JIRA, Basecamp