

Scott Vigil

Concept Artist, Digital sculpting, 2D/3D Illustration and Animation

Phone: 206.458.9979 Email: Scottvigil@gmail.com

I have 11 years of experience in concept art, digital sculpting, and 2D/3D Illustration and Animation with an AA Animation & Illustration. I have worked in concept design for both consumer product/product advertisement as well as entertainment. I have overseen many projects from start to completion working all levels of development. I have a strong background in training, teaching, and translating artistic and technical knowledge to others. I have pitched and executed designs for high visibility marketing campaigns on tight deadlines. I have been both a manager and a committed, forward-leaning contributor to artistic teams able to work with others strengths. I am seeking a positive workplace environment characterized by individual and corporate integrity, genuine appreciation of workers, and creative license.

EXPERIENCE

Concept Artist...

- **Heresy Games Inc.** - Digital Sculpting, Promotional Concept design & Character design, 2d flash Animation, 3D Modeling, environmental concept art for MMO game:
March 2013 – December 2013
- **Dungeon Tool (Matthew Barr)** - Concept Art, monster designs, Character design, environments, UI assets and organization for Windows 8 game app:
Sept 2012- October 2013
- **Gameradi** - 50 Pirate Character Illustrations. Ink work: July 2013 – Present
- **Guppy Games** - Game Art Director, concept artist, menu design, web animation, page layout, and brochure design. Title screen artist, game sprite artist:
June 2005 – February 2008
- **Forest Prizan Creative** - Contract Illustration, character design, environment artist for board games and TV pilot: December 2004 - September 2005

College Art Instructor...

- **Seattle Central Community College** - Teaching Concept art for game and movies using advanced Photoshop illustration & workflow: July 2013 - Present
- **Lake Washington Technical College** - Adobe After Effects Instructor:
May 2008 - May 2009

Concept Design & Multi-Medium Artist...

- **AFX Creates (Artifex)** - Digital Sculpting, Concept design, Character design, 2d flash Animation, logo design, Storyboarding Illustration for print and magazine, 3D Modeling, 3D lighting and environment effects, Clothing design & art, Branding and Identity

- **Stormbowling.com & RotoGrip.com** - Pitched and executed high visibility advertisements for Storm Bowling (an industry leader in bowling sports)
- **WSTIP** - Headed up projects to create traffic safety cartoons and technical accident recreation for (They head up safety for sound transit, Pierce Snohomish and King-county bus systems): (All Above) September 2008 – February 2012

Graphic Design & UI/UX...

- **Colby instruments** - Windows phone UI UX design, Iconography, Typography, Menu Layout & flow consulting: January 2014 - Present
- **Extended Results** - UI UX Design, Logo design, wireframing for applications: June - September 2012
- **Verattlas** - Logo Design & Branding
- **Acheva** - Logo Design
- **Apothacare** - Logo Design

PROFICIENCIES

- Z-Brush
- Photoshop
- 3D Studio Max
- After Effects

EDUCATION

- Art Institute of Seattle (AA Animation & Illustration) 2002-2004

AWARDS & INTERESTS

- Won 1st and 4th art awards from the Seattle Animation Festival - 2004
- Won 3rd at The Art institute of Seattle - 2002
- Graduated with honors and an art award out of high school - 2002