

ARI BILOW

Work Experience

// 5TH Cell
Bellevue, WA
March 2014-Present
Principal Artist
August 2011-March 2014
Studio Art Director
Contributions: Hybrid, Scribblenauts:
Unmasked, Numerous unannounced
projects and pitches

// Trion Worlds
San Diego, CA
August 2008 – May 2011
Art Director
Contribution: Defiance

// Gnomon School of Visual Effects
Hollywood, CA
January 2007 – June 2007
Entertainment Design Instructor

// Brain Zoo Studios
Van Nuys, CA
October 2006 – August 2008
Art Director
Contributions: Lost Planet,
Mercenaries 2,
Destroy All Humans 3, Lord of the
Rings Online, Rogue Warrior,
Tiberium, WWE

// Neversoft Entertainment
Woodland Hills, CA
July 2004 – October 2006
Concept Artist
Contributions: GUN, THPS American
Wasteland, Tony Hawk Project 8

// Mattel
Los Angeles, CA
April 2004 – July 2004
Freelance Design and Illustration
Contributions: Packaging illustrations

// Rhythm & Hues
Los Angeles, CA
April 2004 – July 2009
Freelance Design and Illustration
Contributions: Guitar Hero DS, Guitar
Hero Aerosmith, numerous print ads

// LEGO, Advanced Product
Los Angeles, CA
December 2002 – January 2003
Toy Design Internship

Contact

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Objective

To secure an awesome job where I get to work with the most talented, coolest, smartest people in the industry; that every day is collectively enriching, and we all pursue amazing player experiences with conviction and humility.

Education

// Art Center College of Design
BS Industrial Design (Cum Laude) 2000 – 2004
Pasadena, CA

// Cal State University Northridge
Illustration and Fine Art 1996 – 1998
Northridge, CA

Skills

// Concept Art / Visual Development
// Story boarding / Color keys
// Comfortable working in virtually any visual style
// Outstanding PowerPoint deck design
// Strong written and verbal communication
// Skilled graphic designer
// Robust understanding of physically based rendering
// Advanced understanding game development pipelines
// Versed in pre-rendered CGI production

Software

// Expert: Photoshop
// Advanced: Flash, After Effects, Illustrator, PowerPoint
// Intermediate: Blender, Maya, ZBrush, Office, Perforce
// Novice: 3Ds Max, HTML, Dreamweaver, Crytech, Vray

Interests

Video games, film, photography, classic literature, writing fiction, theater, composing music, fashion, architecture, culture, history, fine art, travel