



John M. Duggan

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online portfolio◆<http://artist.johnmduggan.com>

online archival portfolio◆<http://artist.johnmduggan.com>

- Freelance Artist** 10/13 – current
Freelance /contract artist working on numerous projects.
- Lead Artist** 06/12 – 10/13
Z2Live - Mgr: Jeremy Ables
Lead artist for **BattleNations**, **TradeNations**, **TradeNations:NorthPole**, and other in production projects. Focus involved Art Team management (4 teams)/Concept oversight/3D object Modeling/Pixel art production and animation/Textures/UI development.
- Concept/Object Modeler/Texture Artist** 11/07 – 03/12
EA/Maxis Games - Mgr: Isao Kogure/John Sicat
Concept/3D object Modeling/pixel/textures for **SimAnimalsDS**, **SimAnimalsAfricaDS** and other in production projects.
- Senior Artist** 11/06– 11/07
Centerscore/Vivendi Games - Mgr: Late Khan
Conceptual design/storyboards/textures/pixel art/animation for **Surviving Highschool**, **Surviving Hollywood** and other in production wireless projects.
- Senior Artist** 06/05 – 11/06
Infospace Games - Mgr: Moish Brenman/ Eric Nava
Conceptual design/storyboards/textures/pixel art/animation for **All-In Poker for Prizes**, **SkeeBall for Prizes**, **WaterBalloon Drop**, **Survivor:Outlast**, **CSI:Miami** and other in production wireless projects.
- Senior Lead Artist** 12/03 – 01/05
TKO-Software - Mgr: John Sicat
Conceptual design/storyboards/textures for **Medal Of Honor:Breakthrough**, **Medal Of Honor:Pacific Assault Multiplayer**, **Howling: Children of the Moon (Movie and videogame)** and other unreleased videogames and wireless/PC projects.
- Senior Artist** 11/99 – 2/02
Electronic Arts - Mgr: Tony Lupidi
Conceptual design/storyboards/textures for **007:The World Is Not Enough**, **007:Agent Under Fire**, **Freekstyle** and **Tiger Woods Golf 2002**
- Senior Artist (Contract)** 06/99 – 11/99
Namco Hometek - Mgr: Dana Christensen
Character/level design conceptualization, storyboards, presentation art, 3D modeling, animatics.for **Ms. Pacman 3D**
- Artist/Animator** 11/96 – 03/99
Sony Interactive Studios/989 Studios - Mgr: Ross Harris
Character/vehicle design conceptualization, storyboards, presentation art, 3D animation and modeling, animatics. for **Warhawk 2** (working title: unreleased) and other unreleased projects.
- Art Director** 6/96 - 10/96
Abalone Software - Mgr: Glyn Anderson
Project management: staffing, managing and scheduling ten artists and art needs of two unreleased projects (**Junk** for Accolade and **Justice League: Fractal Armour** for Akklaim), development of art leads, interfacing between external producers/ inhouse management and art staff, setting up art materials purchase site, development of artist enrichment program, character/environment design concepts, presentation art, project art direction, scheduling, and management.
- Art Director & Concept Submissions/Development Mgr** 4/95 - 6/96
Capcom Digital Studios - Mgr: Scott Gilliland
Project management: staffing, managing and scheduling four artists for primary project **Iron Man Football** (unreleased), development of art leads, development of staff for upcoming/unnamed second project, interfacing between inhouse development staff, management and art staff, setting up art materials purchase site, development of artist enrichment and

training program, equipment evaluation and purchasing, art department budgeting, development and oversight of external contract artists, character/environment design concepts, presentation art ,project art direction, and management.

Oversight of concept submissions and preliminary design development. Worked with inhouse concept submittees as well as developing project possibilities with external sources.

Art Director 4/93 - 4/95

Sega Technical Institute - Mgr: Roger Hector
Project management: staffing, managing and scheduling fifteen artists and three projects (**Sonic Spinball, The Ooze, Comic Zone**), development of art leads, development of staff for upcoming projects, interfacing between inhouse development staff, management and art staff, setting up art materials purchase site, development of artist enrichment and training program, equipment evaluation and purchasing, art department budgeting, development and oversight of external contract artists, development and oversight of artist interns, character/environment design concepts, presentation art ,project art direction, scheduling, and management.

Lead/Supervising Artist 12/90 - 4/93

Walt Disney Computer Software - Mgr: Roger Hector
Character/vehicle design conceptualization, storyboards, presentation art, pixel based art, animatics, development and oversight of external contract artists and inhouse junior staff, quality control on external developer art submissions for **Mickey's Memory Challenge, Aladdin, Coaster, Stunt Island, Unnatural Selection** (unreleased), **Dog Eat Dog** (unreleased), and games based upon Disney Attractions (**Jungle Cruise, Star Tours, Heartland**; (all unreleased).

CG Artist 10/87-4/91

Acme/CinemaWare/MasterDesigner Corporation - Mgr: Rob Landeros
Character/vehicle design conceptualization, storyboards, presentation art, pixel based art, animatics. **TV Sports Football, TV Sports Basketball, It Came From the Desert.**

Illustration & Freelance CG

Illustrator/Book Cover artist 12/07 – current
Ullysses Press

Concept Artist 6/06 – 6/06
Sniper Entertainment

Concept Artist 1/05 – 1/06
Perpetual Entertainment

Concept/Character Designer 1/05 – 1/06
Big Dog Entertainment

Designer/CG Artist - (Media Player UI) 10/96 - 12/96
MediaShower

Character Designer - (Private Antics) 8/96 - 9/96
Film Roman Development

Character Designer - (V-Chat On-line) 8/95 - 11/95
Microsoft Corp.

2D CGAnimator - (Sneeze Louise) 6/95 -8/95
Wholesome Products/MTV

2D CGAnimator - (Bump In The Night - BumpyVisions) 6/94 - 6/95
Danger Productions/ABC-TV

Traditional Illustrator - (Amazing Sea Monkeys) 2/93-4/93
Chiodo Bros.

Designer/CG Artist - (Wolfpack, Apache, AutoBots) 10/89-6/91
NovaLogic Corporation

CG Artist - (Nickolodeon, Mypaint) 3/89-5/89
LIVE Studios

Traditional Illustration/cartoons/humor (Easyriders, Iron Horse, In The Wind, Earlyriders) 1/73-5/93
Paisano Publications

Traditional Illustration/cartoons (Hustler, Chic) 3/87-6/88
LFP Inc.

Freelance Designer/Illustrator/Artist (Various)

VC Magazine, 4-Wheeler, Gnu Pubs., BCS Inc, B&B Advertising, Ahern Advertising

1/73-10/83

CG Artist/ Illustrator (in-house documentation)

Unisys Corp.

4/86 - 2/88

Other Applicable Experience

THEATRICAL:

Twenty years of theatrical experience, the last ten involved in directing and producing semi-professionally. Not listed are positions held as Set Designer, Costume Designer, Lighting Designer, Special Effects Design and Direction, Sound Design and Direction, Acting roles and jobs, theatrical and scholarship awards, Workshops attended. Email for a list.

WRITING:

Wrote humor articles for Easyriders magazine, published nationally.

Listed in Film Roman's available writer's pool.

Currently have screenplays under review at Zoetrope and Panama Productions.

Technical Editor for IDG Books Carrera Bible and Max 4.0 Bible. This entailed testing the author's instructions for clarity and correctness.

Author of 'The Doodle Book' and 'The Action-Packed Book of Adventure Doodles'.

Finalist 2012 Pittsburgh New Works Festival (playwriting)