

John Severin Brassell
Concept Art/Fine Art/Illustration
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Portfolio: <http://johnseverinbrassell.com/>

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Summary:

Artist and designer with over 10 years of experience in concept design for video-games and illustration. Has proven ability to previsualize, develop image creation pipelines, and create finished visual assets alone or in a team environment. Currently available for freelance and full-time opportunities.

Tools:

Digital: Adobe Photoshop, Adobe AfterEffects, Modo, Blender, Daz3D, Perforce, Jira

Traditional: Pencil, Charcoal, Acrylics, Gouache, Oils, Ink, and Markers

Skills:

- Concept Design: 2D and 3D concept pipelines
Design Specialties: Environments, Characters, Vehicles, and Finished Illustrations
- Illustration: Marketing, Mood Paintings, Key Scenes, Splash Screens
- Fine Art: Atelier Level Figures and Still Life work
- Ability to collaborate on teams with art directors, art leads, seniors, and junior colleagues
- Ability to set up and manage assignments for outsourced art and see project through to completion.
- Responsible for own work drive, as well as helping the team achieve goals.

Employment History:

Freelance Illustrator- Wizards of the Coast (2012- Present)

- Magic: The Gathering-Card Illustrator
- Concepted and illustrated character avatars for Magic: The Gathering, Duels of the Planeswalkers 2014

2D Artist- Machine Zone, Inc. (2020-2021)

- Designed Dragons, Monsters, Characters, Siege Weapons, and Buildings for "Game of War: Fire Age"
- Designed Characters, Chibi Characters, Mechs, Planes, and Buildings for "Final Fantasy XV: A New Empire"
- Designed Military Characters and Vehicles for "Mobile Strike" and "World War Rising"
- Created Splash Screens, Avatars, UI, and a variety of other assets for all 4 games.
- Also managed outsource teams in creation of the aforementioned items. Created workbook packets and gave revisions to see the projects to final.

Concept Artist- Warner Brothers Games: San Francisco (2014-2020)

- One the main 2D artists of a small team on Harry Potter: Wizards Unite.
- Concepted and Illustrated in various stages of HP:WU's development cycle. From Preproduction, to Full Production, and through Post Launch supporting a live game.
- Concepted Wizarding World creatures and objects
- Illustrated Registry Page Illustrations
- Concepted and explored style and gameplay for DC: Legends
- Worked on DC: Legends from early conception through launch
- Designed levels, environments, and characters for DC: Legends
- Illustrated marketing images for DC: Legends, and various Warner Bros I.P.'s.
- Used the Unity game engine to check 3D assets and create bases for marketing images

Contract Illustrator- Present Creative (2013)

- Illustration and concept art for various game projects

Illustrator- Pilot Studios (2013)

- Illustrated Transformers toy boxes for Transformers: Age of Extinction toy line
- Did marketing illustration and design on various other projects with companies like Rovio and Hasbro

2D Artist- Kabam (2010-2013)

- Created style exploration, previsualization concepts, 2D assets, animations, and illustrations to launch "Glory Of Rome"
- Created mecha designs, environments, and 2D assets for live game "Edgeworld"
- Collaborated on IP development, Illustrations, Building Designs, and Environments for live title "Dragons of Atlantis"
- Created building designs and assets, illustrations, and character art for live title "Godfather:Five Families"
- Created character art for various I.P.'s
- Ability to collaborate and work effectively with art directors, leads, and junior colleagues
- Ability to develop image creation pipelines with peers, and supporting team members with deadline completion

Freelance (2005- Present)

- Various personal commissions (i.e. album covers, posters, and a Darth Vader playing frisbee golf illustration)

Concept Art Consultant- Triad Toys (2009-2010)

- Designed 1/6th scale action figure characters
- Designed concepts for and finalized logos

Miscellaneous Jobs (2002-2009)

Cashier, Construction, Barista, Taxi Driver, Satellite Image Technician

Education:

BFA-Painting, Colorado State University, Fort Collins, Colorado (2003- 2007)

Completion- Safehouse (Conceptart.org) Atelier fine art and concept design program with Carl Dobsky and Massive Black(2008-2010)

Achievements:

- Many art shows in San Francisco with The Loin Gallery, Time Beards curators, and Sketchpad Gallery 2016-2019
- September 2007 Southwest Art magazine "21 under 30:Meet 21 young painters with bright futures"
- Wildhorse Gallery, Steamboat Springs: Painting Exhibitions
- Artists Association of Northern Colorado National Show and Exhibition 2007 Exhibitor
- Eagle Scout