GABRIEL YEGANYAN

EXPERIENCE
Entertainment Design

- **Respawn Entertainment,** Chatsworth, California
  Senior Concept Artist (2017 - Present)
    - Created concept art, matte paintings, and style guides for Jedi: Fallen Order
    - Played an active role in developing and executing the visual direction for several new planets, environments and cultures within the Star Wars franchise
    - Actively developed a collaborative relationship with team members across environment art, lighting, design, narrative, and UI disciplines while also providing art direction and feedback throughout production
- **Freelance (**Jan 2017 - Present)
    - Concept Art and Visual Development for games, film, and theme park attractions,
      Gearbox Software, Lionsgate, Gameloft, Mutant Arm, Landmark Entertainment Group, EDG
    - Graphic Design for UC Berkeley Armenian Alumni Association, Narwhal systems, and Album Art for various published singles by Yeva
    - Architectural design and rendering in collaboration with 2M architects
- **Concept Design Academy**, Pasadena, California (June 2016 - Present)
    - Taught Environment Design courses with an emphasis on architecture and world building
- **Section Studios**, Los Angeles, California
  Lead Concept Artist (2017) - Senior Concept Artist (2015 - 2016) - Concept Artist (Sept 2012 - 2015)
    - Created concept art and led a team of artists at various stages of production for a wide variety of genres, styles, and platforms for high profile clients, including:
      Gearbox Software, Riot Games, Walt Disney Company, Infinity Ward, Harmonix, Sony Santa Monica, HBO, Landmark Entertainment Group, Oddworld Inhabitants Inc, inXile Entertainment, Sony Bend, Robotoki, Gravillis, Phosphor, Candescent Games, Playviews, Funplus, DJ2, Mail.ru, 2K Games
    - Acted as studio Lead Concept Artist, art directing and managing several artists in our in-house team over multi-year productions for internal and client projects
    - Created detailed renderings, matte paintings, and orthographic designs for environments, as well as detailed open world maps for AAA titles
    - Collaborated closely with directors and project leads on style sheets, game lore, and level design for AAA studios and in-house projects
    - Created designs and illustrations for TV show, movie, video game, and theme park pitch projects
- **Otis College of Design**, Los Angeles, California (Aug 2014 - June 2016)
    - Taught senior level Concept Art Practicum with emphasis on environment design and process

EDUCATION
- Bachelor of Arts in Architecture
  University of California at Berkeley (Berkeley, CA),
  Sept 2007 - May 2011
  Graduated with Highest Honors
- University of California Education Abroad Program (Rome, Italy), Spring 2010
  Studied Baroque Art and Architecture, Historical City Planning, Philosophy, and Italian
- Red Engine Studios (Los Angeles, CA), Fall 2011 - Summer 2012
- Concept Design Academy (Pasadena, CA) 2012, 2014, 2015

SKILLS
Design / Concept Art

- Color theory, composition, lighting, perspective, and sketching using a variety of media
- Environment, prop, character, creature, and graphic design and direction
- Knowledge of architecture history, typology, and human interaction
- Illustration for pre-visualization, storytelling, and marketing
- Orthographic projections from prop and architecture callouts to large scale open world environments
- 2D Matte painting for live action and gameplay shots

Computer
- Adobe Photoshop, Illustrator, InDesign, Procreate, Blender

Leadership
- Managing and art directing multiple projects and deliverables at once with dependable results
- Maintaining a high degree of quality by coaching and supervising junior artists

Communication
- Thorough comprehension and ability to relay complex directions to a team
- Excellent command of English, conversational Armenian and Russian, and some knowledge of Italian