

Curriculum Vitae – Current as at 22/2/10

Personal Details **Darren Lee Yeow**

Phone: 0402 859 536
Email: Darren@stylus-monkey.com
Website: <http://www.stylus-monkey.com> (Under development)

Objectives

To aid games developers in the creation and shipping of AAA quality games. To impart knowledge onto persons wishing to pursue concept art as a profession. To be a leader in the field of concept art, art direction and illustration through outstanding communication and exemplary execution of a wide range of artistic skills to meet and exceed design brief requirements. To do all the above stated holding myself true to the highest levels of professional and personal integrity.

Experience

Oct 2009-Current Stylus Monkey Design

Owner / Principal Designer

- Lecturer RMIT University – Digital Illustration
- Contract Art Director for White Wall Concepts, Undisclosed Project
- Contract Concept Artist for Trick Star Games, 2 Undisclosed Projects
- Marketing Art, Sector 3 Games
- Contributing artist for Official Painter Magazine, Advanced Photoshop Magazine, Digital Artist Magazine and 2D Artist Magazine.
- Guest Lecturer at QANTM – Concept Art Foundations Class
- Commissioned illustrations for WildFire Inc and Shadow Run publication.
- Concept designs and marketing artwork for Black Lab Studios.
- Private Concept Illustration tutoring.

April 2009-Oct 2009 Transmission Games / IR Guru's

Senior Concept Artist

- Fixed and rotary wing aircraft design.
- Environment design and mood paintings.
- In-game propaganda design.
- Vehicle/asset damage texturing.
- Matte painting, cut scene illustration and in-game illustration.
- PS3/Xbox icons, logo and small graphic design.
- UI flow and design critique.
- Pitch document creation and illustrations.

Sept 2008-Oct 2008 SpinFast Games Pty Ltd

Art Director / Concept Artist

- Created all concept and GUI art to determine look and feel of game.
- Collaborated with lead designer to establish look and feel.
- Sourced and conducted interviews for prospective art team members.

Jan 2008–Aug 2008 Interzone Games Pty Ltd

UI Art Director

- Re-designed Interface style and authored UI style guide for other artists.
- GUI quality control through critical feedback.
- Interviewed art candidates, made hiring decisions, mentored junior graphic artists and elevated overall UI visual quality levels to a professional level.

- Provided artistic leadership through example, helping to improve morale through encouragement, feedback and constant improvement of team's work.

Nov 2007–Jan 2007 Interzone Games Pty Ltd

Interim Art Director

- Defined art style for project and authored the art style guide used by artists.
- Made key decisions on technology trade-off used, eg. Removed the use of normal mapping to improve performance on target machines.
- Liaised with external Chinese development studio to establish deadlines, guidelines for artwork and provided critical feedback on artwork.
- Provided critique and direction on concept art, modelling, animation and UI.
- Managed 9 internal artists and external Chinese art studio of 30+ artists.
- Improved art production and facilitated creation of art pipelines.
- Participated in lead meetings to establish art asset lists and goals.
- Provided regular feedback to artists and conducted employee reviews.
- Expanded the art team to bridge skill gaps.
- Improved morale and direction of the art team.

Aug 2007–Nov 2007 Interzone Games Pty Ltd

Senior Concept Artist

- Directed a 3 minute concept art video used for marketing and recruitment purposes, created the art used, pace and overall editing.
- Determined the artistic style through detailed concept art.
- Liaised and mentored production modellers to prove style in 3d.
- Mentored junior concept artists.

Mar 2007–Aug 2007 Freelance

Freelance Artist

- Worked on a comic book for Canadian author.
- Created concept art for major characters, all environment art, and all UI for Silhouette Studios.

Dec 2006–Mar 2007 UGM Interactive

Creative Director, Operations Manager

- Designed branding for the new business.
- Established development team, workflows, deadlines and scope of game.
- Reported to investors.
- Authored the artistic guidelines and art style of the game.
- Undertook hiring decisions and expanded the team.
- Provided critical feedback, employee evaluation, and general HR duties.

Mar 2005–Dec 2006 Hardcover Entertainment / Rascal Studios

Art Director, Lead Concept Artist, Lead UI Artist

- Established a style guide and provided consistent concept art for visual development of game, and ensured the style was met.
- Maintained art development schedule ensuring that milestones were met.
- Conducted quality assurance and visual alterations where necessary.
- Created sky domes and ground textures.
- Designed UI for the game.

Education

2000–2003 University of South Australia

- Bachelor of Computer & Information Science
- Bachelor of Operations Management

2005–2006 Australian Institute of Fitness

- Certificate 3 & 4 in Fitness Leadership / Personal Training
- Fitness Leader's Course

1997–1999 Sacred Heart College

- Graduated Year 12, TER 91

Skills

Art/Visual

- Experienced in divergent styles, well versed in rendering, proportions, line drawings, painting, anatomy, perspective, color theory, composition, equally at home with both physical and digital mediums.
- I use a range of software on a daily basis: Illustrator CS3, Photoshop CS3, InDesign CS3, Corel Painter, 3DS Max 9.
- Experienced photographer, using professional equipment.
- High attention to detail and quality.

Other

- Ability to express myself clearly in both written and verbal forms, and to understand and clarify the intention of others.
- Human resource management skills.
- Highly organized, and reliable.
- Strong problem solving skills.
- Strong financial management control.
- General business management.
- Business marketing.

Activities

- Improving my artwork, and mentoring younger artists.
- Reading business and personal improvement text.
- Collecting art books, scale model cars and DVDs.
- Military history and movies.
- Racing games, platform games and first/third person shooters.
- Running, swimming and general fitness.
- Spending time with friends, family and my significant other.
- Personal finance and investment.

References

Phil Wilkinson (mob. 0430 161 888) – Course Co-ordinator, QANTM

Aaron Paul (mob. 0418 107 746) – CEO White Wall Concepts

Nick Martinelli (mob. 0401 415 718) – Art Director, Transmission Games

Mark Houreau (mob. 0400 002 649) – Lead Artist, Trickstar Games

Josh Whitkin (mob. 0422 911 375) – Former Art Manager, Interzone Games