

# Ivan Moy

UI Artist | Concept | Illustrator

Email: n20mojo@gmail.com

Online Portfolio: www.ivanmoy.com

## Objective

To work with a professional and creative team producing of high quality games and projects

## Qualifications

- Specialized in UI design from initial mockups to polished final UI
- Specialized in concept design for character, environments, creatures, props, and vehicles
- Skilled in marketing and promotional art for studio projects
- Classically and academically trained in drawing, painting (both traditional and digital), storyboarding, layout, and life drawing as they relate to videogame industries
- Highly adaptable to different art styles, software and pipelines
- Over ten years experience as a professional artist
- Self motivated and experienced worker who enjoys working with other teammates

## Work Experience

### **Vicious Cycle Software** - Senior Artist (June 2008 – October 2015)

- Responsible for environment, vehicle, prop, character, and UI design for various projects.
- Duties included orthogonal views, mood pieces, mockups, and storyboards to assist environment and character modelers during the production process
- Assisted art department and art director feedback and reviews of assigned tasks

Despicable Me (Wii, PSP) released July 2010

Earth Defense Force: Insect Armageddon (Xbox360, PS3) released July 2011

Ben10: Galactic Racing (Xbox360, PS3, NDS, 3DS, Wii) released Oct 2011

Madagascar 3 (X360, PS3, Wii) released June 2012

Ben10 Omniverse (X360, PS3, WiiU) released Nov 2012

Turbo: Super Stunt Squad (X360, PS3, WiiU) released July 2013

Pac Man Ghostly Adventures (X360, PS3, WiiU) released Oct 2013

Adventure Time Finn and Jake Investigations (XOne, PS4, Steam, X360, PS3) released Oct 2015

Kung Fu Panda3: Showdown of Legendary Legends (XOne, PS4, Steam, X360, PS3) released Nov 2015

### **Secret Level/Sega** - Concept Artist (October 2006 – October 2007)

- Produced visual guides and concepts for environments, vehicles, and props. Duties included orthogonal views, mood pieces, and storyboards to assist environment and character modelers during the production process

Marvel's Iron Man (Xbox360, PS3, - 2008)

Golden Axe: Beast Riders (Xbox360, PS3 - 2008)

### **TerraGlyph Interactive** - Production Artist (September 2000 – March 2001)

- Responsible for producing 2D animations, environments, and textures

Scooby Doo! Classic Creep Capers (N64 - 2001)

Blue's Big Musical (PSone - 2000)

### **Valkyrie Studios** - Production Artist (September 1997 – November 1999)

- Responsible for modeling and animation of 3D in game characters and environments

Septerra Core: Legacy of the Creator (PC - 1999)

## Education

*Academy of Art University* - San Francisco, CA  
BFA, Illustration 2001 – 2006

*Full Sail University* - Winter Park, FL  
AA, Digital Media Arts - 1997

**References available upon request.**