

Ian Ameling
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Education

San Jose State University
Bachelors of Science in Graphic Design
Emphasis Illustration
Focus Animation

Experience

Witch Doctor GDS - *Creature Concept Artist*

- Generated art for human characters, creatures, weapons and environments

Wizards of the Coast – *Freelance Illustrator*

- Artist on *Hecatomb* expansion pack 4

Wizards of the Coast – *Freelance Illustrator*

- Produced artwork for *Hecatomb* expansion pack 3
- Featured in online article
- Art featured as back drop at Gen Con Indy 2005

Electronic Arts – *Concept Artist*

- Object and prop artist for *Sims 2: Console*
- Character concept artist
- Assisted sound engineers for audio experience for environments
- Produced original textures for in game use on characters and objects
- Boarded out actions for animated objects and character interaction

Obsidian Entertainment – *Environment Artist*

- Environment concept artist for *Neverwinter Nights 2*
- Environment concept artist for up coming *Seven Dwarves* (working title) video game
- Researched and compiled images for use in designing sets for each level

Wizards of the Coast – *Freelance Illustrator*

- Designed and illustrated artwork for *Hecatomb* game base set
- Created characters and creatures for challenging two-player or multiplayer trading card game

Hasbro Toys, Inc. – *Concept Artist*

- Illustrated character turns for *Destro* action figure in G.I. Joe's 2005 3 _ inch line
- Resolved anatomical and costume designs for same figure

Vasona Labs, Inc. – *Production Artist*

- Produced drawings illustrating design possibilities
- Illustrated orthographic of final product

Sony CEA – *Creature Artist*

- Creature concept artist for *God of War*
- Produced flesh and armor texture used on final models

Terry Smith Creations (T.S.C.) – *Layout Artist*

- Illustrated drawings for an upcoming toy line
- Produced orthographic images for the sculpting team who would create the prototype

Blue Shift – *Concept Artist*

- Developed and designed a cast of characters and creatures for game proposals
- Designed and painted vehicles for car combat video games
- Texture artist for *World Series Baseball 2k3*

Industrial Light and Magic - *Art Department Intern*

- Assisted in effects department and production for *Hulk* feature
- Contributed drawings for storyboards in *Kraft Noodle* commercial

Accomplishments

Illustration Published in *Spectrum: The Best in Contemporary Fantastic Art 12*

Skills

PhotoShop, Illustrator, Softimage, PhotoShop Elements, traditional painting, storyboard, traditional sculpting