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Summary With 11 published games and 11 years of console and PC game art direction and development experience, I would like to join a game developer or publisher that is committed to making fun games and to quality game development.

Experience **Page44 Studio** Studio Art Director 2003-2006
My primary function is studio art director, including art direction of all games in development, but also includes: developing original content, liaising with publisher, art budgeting and staffing and artist scheduling and management. My tenure includes the following in-development and published games:

Tony Hawk Project 8 (Activision, 2006. PSP): Art Director
The Godfather: Mob Wars (Electronic Arts, 2006. PSP): Art Director
Gretzky NHL '06 (Sony SCEA, 2005. PSP and PS2): Art Director
Gretzky NHL 2005 (Sony SCEA, 2004. PSP and PS2): Art Director
Freekstyle (Electronic Arts, 2002. PS2): Environmental Modeler

Electronic Arts Environment Artist 2003
Primary environmental Maya modeler on "Helms Deep". Worked with programmers and designers to resolve collision issues on other levels.
Return of the King (Electronic Arts, 2003. PS2): Environmental Modeler

Wild Brain Digital Artist 2000-2001
Worked on cell and computer animated television commercials, performing multiple functions, including: Animation Assistant, Background Painter and Digital Color Stylist.
Willy Wonka (Commercial): Digital Color Stylist
Bonfonte Gardens (Commercial): Background Painter

Bossmonster Co-Founder, Art Director 1999-2002
Founded by myself and three other game industry veterans, Bossmonster has created an outstanding portfolio of fun and playable games. My primary functions were as company liaison, game designer and art director.
High Heat Baseball 2002 (3DO, 2001. PS2): Environmental Modeler
SimCoaster (Electronic Arts, 2001): Developed 3 original Flash games for SimCoaster.com
BBC's E4 Television: Developed 3 original Flash games for www.E4.com

Maxis Art Lead 1999-2000
Artist level V working on an online multi-player game with collectible, tradable components, co-developed with Wizards of the Coast. Designed game characters, concept sketches, worked closely with a small team to create the game's look, feel and function.
Robotica (Electronic Arts, PC, unpublished)

PostLinear Art Director 1996-1999
Managed team of 3D and 2D artists both on and off-site, as well as created assets and directed art style. Worked closely with programmers to ensure timely integration of art assets. Coordinated development of art assets with Wizards of the Coast.
Field Marshal (PC, unpublished): Lead Artist
10Six (Sega, 1999. PC): Art Director
Flying Saucer (Software 2000, 1996. PC): UI Artist

Awards *Flash Film Festival*, 1st Place, Best Game 2001
Flash Film Festival, 1st Place, Best Game 2000
Playboy Magazine Cool Net Pick 2001
Macromedia Site of the Day, 2001

Education California State University, Long Beach, 1989 - 1993
Bachelor of Fine Art, Concentration in drawing and painting