

Rebecca Riel

2D, 3D Computer Art and Illustration

Highly experienced computer artist and illustrator with an extensive background in computer art, vector art, traditional animation, as well as extensive fine art and scientific illustration. Shipped over 70 PC, Online, Social, Console and Mobile game products, including numerous award winning titles.

Career History

The Connectionpoint

OUTSOURCING LIAISON / Senior Artist / Creative Art Director

Responsibilities include: Creative design, directing the look and feel of the projects, interface design, asset creation, reviewing and directing outsourcing artists and remote studios. Work directly with programmers and engineers to determine the most efficient functional interfaces.

Zynga

SENIOR / LEAD / PRINCIPAL ARTIST / Art Outsourcing Liaison / Artist in Residence

Photoshop, 3D Studio Max, Vector Graphics, Illustrator, etc.

Titles:

- FarmVille
- Hidden Chronicles
- Mafia Wars
- Special Forces
- Fashion Wars
- FrontierVille
- FishVille
- Treasure Isle
- Heroes
- Pirates
- R&D et. al.

Responsibilities included: Content creation, art and style direction of in-house and international projects, determining style and look of projects, reviewed and directed submissions with in-depth feedback and direction. Interviewed and recommended new hires for various positions.

Internal and International - Outsource liaison -- India, China, Eastern Europe on multiple projects. In addition to creative direction and creating art for production -- mentored and trained new talent, personally trained international clients and artists in the US and internationally in their home country studios. Was sent overseas to mentor and train Zynga and outsourcing studio artists.

Lamplighter Studios

SENIOR / PRINCIPAL ARTIST 2D ASSET PRODUCTION

Photoshop, etc.

One of the Principal Artists on one of the earliest iPhone games, "Aurora Feint." Designed and created many of the original parts of the game, including richly intricate interfaces, icons, myriad components.

- Aurora Feint

LimeLife

SENIOR / PRINCIPAL ARTIST / ART DIRECTOR

Photoshop, 3D Studio Max, ImageReady, etc.

Parachuted in mid-stream to head troubled projects and bring them back on schedule. Matched or complemented existing art style, refined and added to the project, successfully bringing the projects to conclusion. Unified existing art styles in all projects, designed and created characters, animation, game design, logo and marketing materials, etc.. Designed and created all aspects of the products, from art assets to marketing materials. Work varied from traditional animation to 3D for sprite based games, Web and Wap products. Intimately included in the entire design and decision process. Worked closely with in-house and remote engineers and programmers; designed new projects, Art Directed and mentored junior artists, interviewed incoming artists and producers.

Titles:

- Top Chef Challenge (for Bravo, to complement the popular television reality series)
- Law & Order – Celebrity Betrayal (to complement the popular television adventure / drama series)
- Hollywood Hangman Deluxe (a complete redesign and re-skin of LimeLife's successful Hollywood Hangman trivia game)
- Chocolatier (port for Playfirst's online version)
- Piñata Bash
- (more products covered by NDA: casual games geared to female and family audiences)

BC Soft

SENIOR / PRINCIPAL ARTIST 2D & 3D ASSET PRODUCTION

Photoshop, etc.

- Magician's Handbook -- A delightfully intricate "Search and Find" game with amazingly rich detail. BC Soft was a small independent house, and Magician's Handbook became very popular and successful for its time.

Mofactor / Seismic / Amplified Games

SENIOR / PRINCIPAL ARTIST / ART DIRECTOR

Photoshop, traditional animation, art asset optimization for web and mobile phone applications, etc.

An energetic, creative startup that specialized in early mobile phone games – including both independent creative titles and porting successful games for other game companies (PC and console) into multiple mobile formats compatible with major phone providers.

Titles:

- Duckshot (nominated for Mobile Game of the Year 2006)
- Star Wars – Battle for the Republic
- Paintball Challenge
- Mah Jong Express
- Seaward Ho

- Cha-Ching
- Golo Golf Dice
- Mummy Run
- Cascade
- Masters of Horror
- Geezer's Bingo
- Push 2 Poker
- Oasis
- Las Vegas Tycoon
- Eggs vs Chickens

THQ Video Production Department

POST VIDEO PRODUCTION , 2D & 3D ASSET PRODUCTION

Maya, PhotoShop, 3D Studio Max, Photoshop, etc.

Part of the Video Production Department creating advertising assets for THQ's game commercials and sales videos.

Tasks included: creating 3D/2D Illustration / Animation for cut scenes and animated splash screens, post processing video footage, re-rigging and weighting characters, etc.. Some of the franchises I contributed to include:

Titles:

- Bratz
- Full Spectrum Warrior
- Nicktoons
- Big Mutha Truckers
- et. al.

Tasks:

- 3D Environments, scenes and animated objects
- Animated splash screens, transitions, etc..
- Video post production
- Hi and Low Poly Art and Textures
- Hi Resolution 3D Environments and Architecture
- 3D/2D Interface design

The Edenbek Corporation

COMPUTER ILLUSTRATION & ANIMATION

3D/2D Illustration / Animation for web based interactive products, including games, interfaces, for product branding and other intellectual properties.

- Low Poly art and Textures
- Hi Resolution 3D Environments and Architecture
- 3D/2D Interface design

Reflexive Entertainment

LOW POLY: OBJECTS, ENVIRONMENTS, TEXTURES

Richly detailed textures for normal mapping. Created traditionally and in 3D for maximum reusability. Low Poly objects, structures, environment levels for both Isometric View and full First Person 3D products.

- Ravenloft

New World Computing / 3DO

SENIOR ARTIST: 2D, 3D

INTERFACE DESIGN

HIGH AND LOW POLY OBJECTS, ENVIRONMENTS, TEXTURES

CHARACTER DESIGN & ANIMATION

Contributed assets to more than 20 game products. Animated objects, intricate weapons, environments, cut scenes, landscapes, rich accent textures for high and low poly mapping, accurate tiling field textures, etc. Designed and animated 2D and 3D characters. Designed and created full weapons set for Might and Magic VI, which included over 90 high resolution 3D models of historically accurate weapons and armor, based on own research. Developed structures, created landscape and layered all objects for Heroes III expansion pack "Armageddon's Blade."

Led texture design team for in-house and remote artists. Created tutorials and directed quality control for texture artists. Principal Artist for landscape and environments in Heroes IV, object creation and special effects.

The Dreamers Guild

ARTIST, ANIMATOR

- Created Art Assets for limited palette online and PC games
- 2D computer art including characters, objects and environments
- Principal artist for historical based online game
- Santa Barbara Museum of natural History / Zoological Gardens

Scientific Illustration

MUSEUM OF NATURAL HISTORY – Santa Barbara

SANTA BARBARA ZOOLOGICAL GARDENS

NATURE CONSERVANCY

STEARNS WHARF EDUCATIONAL INSTALLATIONS – Santa Barbara

SOILMOISTURE EQUIPMENT CORPORATION

RAYTHEON

ANCIENT ARTS INC.

Work includes: Realistic Military illustrations (Secret Classification); Technical & Mechanical Illustration; Botanical & Zoological Illustrations for Museums, Zoos, Educational Installations; Photography and Graphics for full color printing applications.

GAME CREDITS

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- Mafia Wars
- Special Forces
- Fashion Wars
- FrontierVille
- FishVille
- Treasure Isle
- Heroes
- Pirates
- R&D

Lamplighter Studios

- Aurora Feint

LimeLife

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- Golo Golf Dice
- Mummy Run
- Cascade
- Masters of Horror
- Geezer’s Bingo
- Push 2 Poker
- Oasis
- Las Vegas Tycoon
- Eggs vs Chickens
- (more products covered by NDA: sports, traditional board games, classic horror, fantasy, et. al.)

THQ

- Bratz, Full Spectrum Warrior, Nicktoons, Big Mutha Truckers et. al..

The Edenbek Corporation

- My Corkboard
- Disney (covered by NDA)

Reflexive Entertainment

- Ravenloft

3DO / New World Computing

- Might & Magic IX: Writ of Fate

- Heroes of Might and Magic IV: Winds of War
- Heroes of Might and Magic IV
- Legends of Might and Magic
- Heroes Chronicles: The Final Chapters
- Heroes Chronicles: Master of the Elements
- Heroes Chronicles: Clash of the Dragons
- Heroes Chronicles: Conquest of the Underworld
- Might & Magic VIII: Day of the Destroyer
- Heroes Chronicles: Warlords of the Wastelands including cover art
- Heroes of Might and Magic III: The Shadow of Death
- Heroes of Might and Magic III: Armageddon's Blade
- Won "Add-On of the Year" for 2000 from "Computer Games Magazine"
- Might & Magic VII: For Blood and Honor
- Heroes of Might and Magic III
- Might & Magic VI: The Mandate of Heaven
- Heroes of Might and Magic II: The Price of Loyalty
- Heroes of Might and Magic II: The Succession Wars

The Dreamers Guild

- Nick of Time (Historical educational)
- Skulls, Bones & Buccaneers (Online multiplayer)
- Faery Tale Adventure II Halls of the Dead