

ARI BILOW

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Work Experience

Gnomon School of Visual Effects
Hollywood, CA
January 2007 - June 2007
Entertainment Design Instructor

Brain Zoo Studios
Van Nuys, CA
October 2006 - Present
Art Director

Contributions: Lost Planet, Mercenaries 2,
Destroy All Humans 3, Lord of the Rings
Online, Rogue Warrior, Tiberium, WWE

Bl:nd
Santa Monica, CA
March 2006 - Present
Freelance Design and Illustration
Contributions: Microsoft Commercials

Neversoft Entertainment
Woodland Hills, CA
July 2004 - October 2006
Concept Artist
Contributions: GUN, THPS American
Wasteland, Tony Hawk Project 8

Mattel
Los Angeles, CA
April 2004 - July 2004
Freelance Design and Illustration
Contributions: Packaging illustrations

Design Studio Press
Culver City, CA
April 2004 - July 2004
Freelance Design and Illustration
Contributions: Acceleracers Card Game

Rhythm & Hues
Los Angeles, CA
April 2004 - Present
Freelance Design and Illustration
Contributions: Guitar Hero DS, Guitar Hero
Aerosmith, numerous print ads

LEGO, Advanced product development
Los Angeles, CA
December 2002 - January 2003
Freelance designer

Style U4ea / Brainchild
Chatsworth, CA
November 1999 - November 2000
3D Generalist

Objective

Art Directing position in the game industry where years of experience and a passion for design and entertainment are applied to awe-inspiring, marketable aesthetic solutions.

Education

Art Center College of Design
BS Industrial Design (Cum Laude) 2000 - 2004
Pasadena, CA

Cal State University Northridge
Illustration and Fine Art 1996 - 1998
Northridge, CA

Skills

Blue-sky visual development
Rendering and illustration
Story boarding and quick-sketch
Strong written and verbal communication
Process driven art direction
Versed in agile development (SCRUM)
Graphic design and typography
Experienced within CGI production and game development pipelines
Teamwork minded with a positive, proactive mind set

Software

Expertise: Photoshop, Illustrator
Proficiency: 3D Studio Max, Vray, ZBrush, After Effects, MS Office
Working Knowledge: Perforce, DevTrack, Maya, HTML, Flash, Dreamweaver

Interests

Film, Video games, photography, classic literature, writing fiction, composing music, fashion, architecture, culture, history, fine art, travel.