

CONCEPT ARTIST

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Brittain Scott

GOAL

I am driven to bring imaginative and compelling fantasy worlds to life through visualization and concept design. I aim to deliver value to the team by uplifting and collaborating with fellow members to achieve our shared goals.

SKILLS

Character design, prop design, storyboard, 2d animation, 3d paintover, background design, art direction, color keys, creative problem-solving, adaptive to multiple art styles, team player

EXPERIENCE

ELDRITCH DARK INC, RI – *Concept Artist*

(Unannounced Film Series)

2022 – PRESENT

- Freelance Concept Artist
- Characters and Environments

Minnow Mountain, TX – *Senior Animator*

(Undone Season 2)

2021 – 2022

- Freelance Animation
- Rotoscope with TV Paint

The Refinery Creative, CA – *Sketch Artist*

(The Dark Tower, Lost In Space, Maniac)

2017

- Freelance Story Sketch
- Marketing Pitches for feature films

A THOUSAND SUNS LLC, RI – *Lead Animator*

(The Spine of Night) feature film

2015 – 2021

- Freelance animator
- Rotoscope animation with Photoshop
- Mentored and trained animators

Aeria Games, CA – Concept Artist

(Immortalis, ISO, RPG)

2012

- Freelance Character/Creature Concepts
- Playing card illustration

Sunnyboy Entertainment/Alloy Entertainment, CA

– *Designer/Writer/Animator/VFX/Concept Artist*

(Politcats Cartoon, Web Series)

2011 – 2012

- Created concepts for show and characters
- Animated and designed elements using Photoshop and After Effects

2010 – 2011

- Illustrated 300 pg graphic novel (101 Things To Do Before You Drive)
- Provided concept art and art direction for multiple projects

Fantasy Flight Games, MN – Illustrator

(Warhammer Omens of War, FRP)

2010–2011

- Freelance illustrator for game book
- Painted characters in battle scenes

Red Dust Studios, LV – Lead Concept Artist

(Untitled PC,MMO)(Untitled PC, Social MMO)

2008 – 2010

- Mentored and lead a team of concept artist onsite
- Worked closely with world builders and 3d modelers
- Illustrated environments and characters

Electronic Arts, CA – Concept Artist

(Ultima Online,MMO)

2006 – 2007

- Worked closely with art director on character design

Nival Online, MSK RU – Concept Artist

(Allods Online PC,MMO)

2007

- Freelance Character Concept
- Worked with team overseas

Lightsource Studios, CA – *Concept Artist*

(Video game and web assets)

2008 – 2010

- Created visuals using Adobe Illustrator and Photoshop
- Trained in new employees
- Juggled multiple projects

Nihilistic Software, CA – *Concept Artist*

(Conan, PS3, XBOX360 Action Adventure)

2005 – 2006

- Created visuals using AdobePhotoshop
- Characters, creatures, props for AAA game

EDUCATION

SAN JOSE STATE UNIVERSITY, San Jose CA – *BFA*