

CONCEPT ARTIST

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# Brittain Scott

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## 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

(Politicians 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 Adobe Photoshop
- Characters, creatures, props for AAA game

## EDUCATION

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