

Zachary Madere

Concept Artist

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21085 Lavender, Mission Viejo, CA. 92691

Concept artist and illustrator specializing in sci-fi and hard surface environments and props. Rapidly iterate designs and polished concepts utilizing 3D paintovers. Foundation in classical drawing and painting skills provides a strong understanding of materials and lighting. Strives to connect with team and support them with timely, quality work and engagement in all tasks.

EXPERIENCE

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| Concept Artist
Turtle Rock Studios, Lake Forest, CA
Environment Concept art for Unannounced game.
Key art and Marketing art. | July 2015- Present |
| Concept Artist
Perihelion Interactive, Seattle, Wa
Concept Art for sci-fi rts The Mandate.
Specializing on interiors and props for spaceship levels. | March 2014 - April 2015 |
| Concept Artist & Illustrator
S2 Games, Seattle, Wa
Character Concepts and Illustration Heroes of Newerth moba | January 2014 - June 2015 |
| Illustrator
DeNA, NGMoco, Seattle, Wa
Illustrations for Hellfire mobile trading card game. | June 2013 - February 2014 |
| Illustrator
Dire Wolf Digital, Seattle, Wa
Illustrations for The Elder Scrolls:Legends collectible card game. | February 2013 - October 2013 |

SKILLS AND SOFTWARE

- Traditional Media
 - Oil painting, watercolour sketching, Pencil/Pen Sketching
- Classical Illustration Background
- Basic 3D Modelling
 - Sketchup, Maya, 3DS Max
- Adobe Creative Suite
 - Photoshop, Illustrator
- Etc. Project Software
 - Confluence, Jira, Basecamp, Perforce

EDUCATION

- Rocky Mountain College of Art + Design, Denver, CO
- BFA, Illustration, 2007 - 2011
- BFA, 2D Animation, 2007 - 2011