

Zachary Madere

Concept Artist

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7592 Charmant Dr Apt 2021, La Jolla, CA. 92122

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
High Moon Studios, Carlsbad, CA
Environment and Prop Concept art for Destiny 2: The Forsaken.
Concept art for unannounced games | July 2016 - Present |
| Concept Artist
Turtle Rock Studios, Lake Forest, CA
Environment Concept art for Unannounced game.
Key art and Marketing art for Evolve: Stage 2. | July 2015 - June 2016 |
| Concept Artist
Perihelion Interactive, Seattle, Wa
Concept Art for sci-fi game The Mandate.
Specializing on interiors and props for spaceship levels. | March 2014 - April 2015 |
| Freelance Concept Artist & Illustrator
Various
Illustrations for MCDM "Strongholds and Followers," "The Chain of Acheron"
Character Concepts and Illustration Heroes of Newerth moba | January 2014 - Present |

SKILLS AND SOFTWARE

- Traditional Media
 - Oil painting, watercolour sketching, Pencil/Pen Sketching
- Classical Illustration Background
- Basic 3D Modelling
 - Sketchup, Maya
- 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