Zachary Madere

Sr. Concept Artist & Illustrator

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5063 Clairemont Mesa Blvd Apt 21, San Diego, CA 92117

Senior Concept Artist and Illustrator with 12 years in video game and tabletop games experience. Obsessed with the aesthetics and function of mechanical detail and studying the world around us. Interested in concept/ illustrator roles where I can put my hard surface skills to use.

SKILLS & SOFTWARE

Strong Hard-Surface Design skills (Props, Vehicles, and Environments)
Digital Painting and Drawing with **Adobe Photoshop**
3D Modeling, scene creation for paintovers in **Blender**
Traditional Media Background - Oil, acrylic & gouache painting, pen and ink & pencil drawing

EXPERIENCE

Senior Concept Artist

High Moon Studios **July 2016 - July 2026, Carlsbad CA.**

- Environment, Prop, and Vehicle Concept Art across numerous *Call Of Duty* titles
- Created polished environment concepts to realize final vision of campaign levels like “Siege” in *Cold War*, “Marines” & “St Petersburg” in *Modern Warfare* and “Ground Control” in *Black Ops 6*
- Significantly informed the final look of *Fortune’s Keep* and other Warzone maps and their POI’s like the Historical Area in *Haven’s Hollow* or the Overlook Skyscraper in *Verdansk*
- Leveraged mechanical knowledge and hard surface skills to design the giant robot interior in Black Ops 7 and the folding bridge and research vessel in Fortunes Keep
- Mentored junior concept artists, providing paint overs and fostered sharing of resources/knowledge w/other disciplines, and helped in interviews
- Contributed heavily to final look for Prison of Elders and Tangled Shore destinations in *Destiny 2: Forsaken*

Illustrator

MCDM Productions **Sept. 2018 - Present, (Remote) Irvine, CA.**

- Fantasy and Sci-Fi illustrations for MCDM RPG books and products

Concept Artist

Turtle Rock Studios **June 2015 - July 2016, Lake Forest, CA.**

- Marketing Art to support Evolve Online services and Concept art for unreleased game

Concept Artist

Perihelion Interactive **2014 - 2015, (Remote) Seattle, WA**

- Iterate spaceship components, environments and props while ensuring identity of different

EDUCATION

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