

Alan Blouin

Art Director

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Portfolio

alanblouin.com

My name is Alan Blouin and I am an Art Director with 25 years of videogaming experience, I have developed 28 separate titles on all portable and consoles I have been in the trenches as the lone artist on a product, to managing 35 artists across a studio and guiding the aesthetic of multiple game genres simultaneously. I have helped build startups to become visually pleasant brands and solidified the portfolios of corporations.

Seeing the big picture, able to parley with an engineering team, amplify the creative direction while shaping the art culture with a smile, is what I love doing.

Career

Years	Company	Location	Duties	Games
Currently	Self Employed	San Francisco CA	Art Consultant for a few local companies. Contract Marketing Illustrator for Roblox. R&D in VR, Industry trends & personal growth.	
2 14 - 16		San Mateo CA	Senior Art Director Focused on the out-facing and in-game visual art of Roblox Elevate their corporate image through branding. New contemporary unified Art Direction for the in-game content. Hands-on creation & benchmarking of 3D assets, shaders, rigging systems, VFX, to the characters design & appeal Maintaining the art and outsourcing documentations. Managing time lines, hiring and mentoring the artists.	
2 12 - 14		San Francisco CA	Franchise Art Director Directly Involved in establishing & guiding all art assets on current web/mobile & future creative directions for Zynga Poker/slots and Casino products, From Facebook, IOS and Android. Creating the UI/UX guides, responsive or native designs & art bible, while supporting branding & marketing endeavors. Directly involved in hiring, promotions & mentoring 10 artists excluding outsourcing. Involved in management level strategies, planning & other gambling visual product opportunities.	Zynga Poker & Casino
2 10 - 12		San Francisco CA	Studio Art Director Art Directed 2 titles & supervised 3 other titles being developed at Bigpoint Inc. From 2D web based games to full 3D titles running in a browser using Unity3D. Orchestrated global studio initiative in knowledge sharing, branding & training. Evaluated any outsource needs or company merger opportunities. Worked directly with clients or licensee to attain high visuals. Sole art link to PR & other outside media. Managed 35 artists & the art communication between San Francisco & Bigpoint HQ in Hamburg Germany. Support the performance marketing team in unifying the UX/UI. Focused on artist's career progression, retention & positive moral.	Ruined Online - AD The Mummy Online-AD Uridium Wars-StudioAD Universal Monsters-StudioAD BattleStars Galactica-StudioAD
3 06 - 07 08 - 10		Novato CA	Art Director Involved in all creative & visual direction of 2k's MLB & NCAA basketball products. Plot, planned & charted all the art aesthetics, tracked the tech art asset deliveries across multiple disciplines. Hands-on modeling/texturing of organic & rigid 3D assets. Managed & mentored 10 artists of mostly senior capacities.	MLB Baseball 2k10 MLB Baseball 2k9 College Hoops 2k8 College Hoops 2k7
8 98 - 06		Vancouver BC Las Vegas NV	Last title: Art Director Overseeing all the assets /Visuals of EA's MVP Baseball & marketing efforts. Assembly of art bibles, visual features & art strategies. Mentoring a team of 10 Artists & career guidance. Hands-on delivery of 3D & 2D game assets of all disciplines.	MVP Baseball 2003,04,05,06.-AD James Bond 007,-VFX Artist Earth & Beyond - Lead Artist. C&C Renegade -World Modeler. C&C Tiberian Sun -Vehicle Modeler. Lands of Lore 3, World Modeler
8 91 - 98 07 - 08		Vancouver BC	Last title: Art Director I worked at Radical Entertainment for a total of 8 years, I also returned to Radical from June 2007 to July 2008. Art directed & hands-on creation of in-game assets: Intro Sequences, Storyboards, animations, Style-guides/art bibles. Produced many 3D rigid & organic models, location concept art. Managed a team of 15 artists. Dealt with clients & outsourcing. Responsible of hiring, mentoring and promotions.	Scarface2- Art Director NHL2000,Powerplay 98, Lead Art Beavis and Buttthead, Lead Art Divide Enemy within, Senior Artist Brett Hull Hockey, - Artist Pele Soccer -Artist Terminator - Lone Artist

Skills & Education

Leadership-Management-High Retention-Dedicated to the success of the arts-Plays well with others-Trust-Honest- Team building-Positive-Agile-Gamer-Technical.
Maya-Modeling rigid /organic surface-texturing-lighting-Photoshop-AfterFx-EyeonFusion-Animation-UI-UX-Mudbox-MS-Mac-IOS-Android-Jira-Excel-PowerPoint
Emily Carr College of Art and Design-Vancouver Film School-Capilano College- Computer graphics-Animation 2D and 3D-Makeup FX.