

Alan Blouin

Art/Creative Director

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My name is Alan Blouin and I am an Art Director with 25+ years of videogaming experience, I have developed 30 separate titles on mobile & 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 strong visual brands & solidified the portfolios of larger corporations. I can see the big picture, able to parley with engineers, artists & any execs team. I amplify the creative direction while shaping the art culture with a smile, is what I love doing.

Career

Years	Company	Location	Duties	Games
1 18-19 <i>Studio Closure</i>		San Francisco CA	Studio Art Director Direct artistic link to King's San Francisco location. I Fuel the creative visuals & geniuses of multiple artists within our location. Facilitate their passions & career hopes while guiding the visuals on titles currently in development. Teach/train & orchestrate studio wide art best practices & initiatives.	2 Undisclosed titles.
9 17-18 98 - 06 <i>Left to King</i>		Vancouver BC Las Vegas NV Redwood City CA	Last title: Creative Art Director Overseeing & approving all art assets of C&C Rivals. Support the marketing efforts along APAC partners on Mobile . Bringing to life the reasons for the Arts, UI styleguide, Art Bible, motions & presentations. Bench marking 3D assets,visual features, art task strategies & planning. Mentoring & managing a team of 11 Artists + outsourcing. In the game engine tuning & hands-on delivery of 3D & 2D game assets in all disciplines.	Command & Conquer Rivals 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
3 14 - 17 <i>Left to EA</i>		San Mateo CA	Senior Art Director-Consultant Focused on the out-facing and in-game visual art of Roblox. Elevated their corporate image through branding. Unified the Art Direction globally and in-game content. Hands-on creation & benchmarking of 3D assets, shaders, rigging systems, VFX, to the characters appeal. Maintained the art, marketing & outsourcing documentations. Managed deliveries, hiring & mentoring the artists.	Roblox, Web , Mobile and Xbox One
2 12 - 14 <i>Layoff</i>		San Francisco CA	Franchise Art Director Directly Involved in establishing & guiding all art assets on current web/mobile creative directions for Zynga Poker/slots & 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 <i>Studio Closure</i>		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 in a browser in 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 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 08 - 10 06 - 07 <i>Left to Bigpoint</i>		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 07 - 08 91 - 98 <i>Studio Closure</i>		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 & outsourcing. Responsible of hiring & 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-Substance -Animation-UI-UX-Mudbox-3Dcoat-MS-Mac-iOS-Android-Jira-PPT Emily Carr College of Art and Design-Vancouver Film School-Capilano College- Computer graphics-Animation 2D and 3D-Makeup FX.