

Alan Blouin Art Director

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Portfolio

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My name is Alan Blouin and I am an Art Director with years of video gaming experience. I have developed 30 separate titles on mobile, PC & consoles. I have been in the trenches as the lone artist on a product, to managing 35 artists across studios & 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 executive team in crafting great looking games. I amplify the creative direction while shaping the art culture with a smile.

Career	Company	Location	Duties	Games
Current 04 - 2021		San Rafael CA	Studio Art Director Responsible for the arts on Cryptic studios' AAA Neverwinter product, also its visual process, art direction & influencing marketing on PC & Consoles. Guiding skilled artists & outsourcing art partners in making great visuals & helping their careers & creative endeavours.	Neverwinter MMO/RPG
1 Year 19-20		San Rafael CA	Art Director & Visual Designer My year & a half joining this small startup of 5 people & being responsible of all visuals on mobile while developing a fresh new platform using Unity 3D was wonderful.	
1 Year 18-19 Studio Closure		San Francisco CA	Studio Art Director Direct artistic link to King's San Francisco location. Fueled the creative spirits of artists, streamlined the art process on 2 distincts Unity mobile games simultaneously. Responsible for all art approvals including our local & international partners. Helped hands-on in the creation of art assets of any art types 2D & 3D. Organized & orchestrated studio-wide best practices & initiatives. Facilitating & guiding the artists passions, careers & hopes.	2 Undisclosed titles Studio AD
9 Years 17-18 & 98-06		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 with APAC partners on Mobile. Bringing to life the reasons for the Arts, UI style guide, Art Bible, motions & presentations. Benchmarking 3D assets, visual features, art task strategies & planning. Mentoring & managing a team of 11 Artists+ outsourcing. Live engine tuning & hands-on delivery of 3D & 2D game assets in all disciplines.	Command & Conquer Rivals AD MVP Baseball 2003, 04, 05, 06 AD Earth & Beyond Lead Artist James Bond 007 FX Artist C&C Renegade Env Artist C&C Tiberian Sun Vehicle Artist Lands of Lore 3 Env Artist
3 Years 14-17		San Mateo CA	Senior Art Director 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 documentation. Managed deliveries, hiring & mentoring the artists.	Roblox, Web , Mobile & Xbox One
2 Years 12-14		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 & 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 Fran AD
2 Years 10-12 Studio Closure		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.	The Mummy Online AD Ruined Online AD BattleStars Galactica Studio AD Uridium Wars Studio AD Universal Monsters Studio AD
3 Years 08-10 & 06-07		Novato CA	Art Director Involved in all creative & visual direction of 2k's MLB & NCAA basketball products. Planned & charted all the art aesthetics, tracked the tech art asset deliveries across multiple disciplines. Hands-on modeling/texturing of organic & rigid 3D assets.	MLB Baseball 2k10 AD MLB Baseball 2k9 AD College Hoops 2k8 AD College Hoops 2k7 AD
8 Years 07-08 & 91-98 Studio Closure		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.	Scarface2 AD NHL2000 Env Artist Powerplay 98 Env Artist Beavis & Buttthead Lead Artist Divide Enemy within SR. Artist Brett Hull Hockey SR. Artist Pele Soccer Artist The Terminator Artist

Skills & Education

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