Alan Blouin

Sr. Art Director

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An Art Director who grew up in this videogaming business & love every minute of it. I have developed 29 separate titles for all mobiles & most consoles.
I have been in the trenches, all the way to managing 35+ artists across international studios & guided the visual aesthetic of multiple games genre simultaneously
I have helped startups becoming established with delightful visual solutions/brands identity, to solidifying the artistic presence of corporations.
I'm a gamer & tech savvy, I can see the big pictures which can lift other disciplines, I love working with creatives & shaping the art culture with an honest smile.
My journey has been filled with companies I remember fondly, but mostly it's about all the friends I spent my life making games with.

TILTING POINT
22 - Present
San Francisco

Senior Art Director
Maintaining the cohesive vision of Star Trek Timeline & art directing two other unannounced top tier mobile products.
Correlating visuals with many international teams to deliver all the needed in-game assets & guiding this process while "pitching" other
games initiatives & visions to the studio globally. I manage 4 artists + Art xdev, including reviews, 1-on-1 & career pathing & hiring.

2 (Undisclosed Games)

CRYPTIC
21 - 22
San Francisco

Art Director
Responsible for the arts of Neverwinter an MMORPG on PC & console, over a few iconic episodes, pushed its visual process, art direction.
& license and marketing influence, re-imagine its web presence, key characters & classes, its bestiary & all its iconic dragons.
Guided a team of 8 artists + Xdev art (5) in making AAA art assets while helping their careers & creative endeavor. I left to join TP

Neverwinter Online

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playbyte
19 - 20
San Francisco

Art Director & Visual Designer
My 1.7 year joining this 4 people startup filled my need of wanting to create from the ground up a new company / mobile app.
During this time, I was responsible of solving the creative UI/UX & some core functions of the app...mostly visualizing all aspects of it.
It was developed originally in Unity 3D. The company later made a pivot to its business model to use Cocos 2D, I left amicably to join Cryptic.

Videogame Mobile platform

King
18 - 19
San Francisco

Studio Art Director
Direct artistic link to King's San Francisco location. Fueled the creative spirits of artists(3), streamlined the art process on two distinct-
Unity mobile games simultaneously. Responsible for the art approvals & cohesive visions with our local & xdev art/marketing partners.
Helped hands-on in the creation of art assets of any types 2D & 3D. Organized & orchestrated studio-level best practices & initiatives.
Facilitated & guided the artist passions, Careers & Hopes. The SF Company closed in 2019 - Part of that layoff.

2 (Undisclosed Games)

#1, A Turnbased battler.
#2, A Home decorator / match3

EA
17 - 18
98 - 02
02 - 06
Las Vegas
Vancouver
Redwood City

Creative Art Director
I did 3 separate stints at EA , From the Westwood Studios to transferring to EAC & later returning to EARS. I managed up to17 artists +
Xdev & APAC art partners, this included career pathing, 1-on-1's , hiring, promotions, mentoring & correlated all disciplines in
benchmarking optimized art. I Art Directed large AAA brands on mobile & consoles. Planned the art processes & approvals from
pre-pro to launch while defining the art reasons, executions, styling, presentation, motions, tech art opportunities & any other visuals.
Always under tight budgets & timelines to the eventual creation of The Art Bibles & UI Style guides.
I was hands-on in creating: 3D assets, art targets, pre-viz etc. & the art link to the C-staff, Clients + licensing. I left EA to join King in 2018

C&C Rivals, Creative Art Director
MVP Baseball(s), Art Director
Earth & Beyond, Lead Artist
James Bond 007, VFX Artist
Lands of Lore 3, Env Artist
C&C Renegade, Env Artist
C&C Tiberian Sun, Artist

ROBLOX
14 - 17
San mateo

Senior Art Director
While at Roblox, I was focused on the out-facing & in-game visuals of Roblox. During my time the art team & I fully re-branded their
corporate image from web to a new mobile + console app, passing by their Roblox Studio dev software & overall presence.
I Unified the platform Art Direction with a contemporary cohesive vision, intuitive toolsets & many new tech-art processes.
I was hands-on with any 2D & 3D art visualizations, tech art, shaders, rigs , particle fx, presentation.& executed new designs on
producing believable characters, motions & customizations. Managed 4 staff artists + Art partners. I left Roblox to join EA 2017

Web ,Mobile & Xbox One

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zynga
12 - 14
San Francisco

Franchise Art Director
Directly Involved in establishing & guiding all art assets web/mobile for Zynga Poker & Casino,
Helped establish the UI/UX style-guides, responsive or native designs per platforms & any other art/creative initiatives.
Re-Imagined the visuals, functions & feel of Zynga Poker 2.0 & Casino across 3 separate art teams.
Fully involved in the creation of the & art bible for each product while developing new branding & marketing endeavors.
Directly involved in hiring, promoting , mentoring & the career guidance of 15 staff artists + xdev art partners .
Involved in management level future strategies, planning & other gambling license opportunities. Part of the 15% layoff in 2014

Zynga Poker & Casino

BIGPOINT
10 - 12
San Francisco

Studio Art Director
Art Directed 2 games & supervised 3 others being simultaneously developed at Bigpoint Inc. From 2D web games to full 3D Unity games
As the Studio AD I Orchestrated global initiative in knowledge sharing, toolset feasibility & training to all artists.
Evaluated any Xdev art partner's needs, Hiring, career progression, mentoring & any company merger opportunities.
Worked directly with clients or licensee to attain high visuals and deliver to their expectations.
Sole art link to PR & other outside media. Managed 35 artists & the art communication between San Francisco & Bigpoint GMBH.
Supported the performance marketing team in unifying their web presence.
Hands-on & involved in the creation of the Art Bibles, Style-guides &marketing assets , The company closed in 2012 - Part of the layoff.

Ruined Online, Art Director
The Mummy Online, Art Director
Uridium Wars, Studio AD
Universal Monsters, Studio AD
BattleStars Galactica, Studio AD

2K
06 - 07
08 - 10
Novato

Art Director
I did 2 separate stints at 2K, I was Involved in all creative, marketing & visual direction of 2K Sport's MLB & College Hoops
Plot, planned & charted all the art aesthetics, fueled the tech artists with new visual opportunities across multiple disciplines.
Hands-on creation of 2D & 3D assets destined for the console market. Managed & mentored 10 artists.
I left 2K the 1st time to join Radical Entertainment & let go the 2nd time (I was emotionally tired of baseball games)

MLB Baseball 2k10, Art Director
MLB Baseball 2k9, Art Director
College Hoops 2k8, Art Director
College Hoops 2k7, Art Director

RADICAL ENTERTAINMENT
91 - 98
07 - 08
Vancouver

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. The company closed in 2008 - Part of the layoff.

Scarface2, Art Director
NHL2000,Powerplay98,Art lead
Beavis & Butthead, Art lead
Divide Enemy within, Sr Artist
Brett Hull Hockey, Artist
Pele Soccer, Artist
Terminator, Artist

Extra Data
I am: Business savvy - Art Leader/Manager - Focus on Retention & the success of the arts - Plays well with others - Trust - Honest - Team health - Positive - Agile
I use: Maya - Arnold -Photoshop-AfterFx-Premiere - Figma -Mudbox - 3dCoat -PC/Mac-IOS-Android - Unity -Jira-PowerPoint- Any Microsoft & Google software
Formal Education: Emily Carr College of Art & Design - Vancouver Film School - Capilano College - in Computer Graphhics/Animation 2D/3D & theatrical Makeup FX.