

Curriculum Vitae

Personal Details **Darren Lee Yeow**

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Objectives

- To aid games developers in the creation and shipping of AAA quality games.
- To teach other people the skills required to be a concept artist.
- To be a leader in the field of concept art, art direction and illustration through great communication and exemplary execution of a wide range of artistic skills to meet and exceed design brief requirements.
- To do all the above stated holding myself true to the highest levels of professional and personal integrity.

Experience

Oct 2009-Current Stylus Monkey Design

Owner / Principal Designer

- Lecturer RMIT University – Digital Illustration
- Contract Art Director for White Wall Concepts, Undisclosed Project
- Contract Concept Artist for Trick Star Games, 2 Undisclosed Projects
- Marketing Art, Sector 3 Games
- Contributing artist for Official Painter Magazine, Advanced Photoshop Magazine, Digital Artist Magazine and 2D Artist Magazine.
- Guest Lecturer at QANTM – Concept Art Foundations Class
- Commissioned illustrations for WildFire Inc and Shadow Run publication.
- Concept designs and marketing artwork for Black Lab Studios.
- Private Concept Illustration tutoring.

April 2009-Oct 2009 Transmission Games / IR Guru's

Senior Concept Artist

- Fixed and rotary wing aircraft design.
- Environment design and mood paintings.
- In-game propaganda design.
- Vehicle/asset damage texturing.
- Matte painting, cut scene illustration and in-game illustration.
- PS3/Xbox icons, logo and small graphic design.
- UI flow and design critique.
- Pitch document creation and illustrations.

Sept 2008-Oct 2008 SpinFast Games Pty Ltd

Art Director / Concept Artist

- Created all concept and GUI art to determine look and feel of game.
- Collaborated with lead designer to establish look and feel.
- Sourced and conducted interviews for prospective art team members.

Jan 2008–Aug 2008 Interzone Games Pty Ltd

UI Art Director

- Re-designed Interface style and authored UI style guide for other artists.
- GUI quality control through critical feedback.
- Interviewed art candidates, made hiring decisions, mentored junior graphic

- artists and elevated overall UI visual quality levels to a professional level.
- Provided artistic leadership through example, helping to improve morale through encouragement, feedback and constant improvement of team's work.

Nov 2007–Jan 2007 Interzone Games Pty Ltd

Interim Art Director

- Defined art style for project and authored the art style guide used by artists.
- Made key decisions on technology trade-off used, eg. Removed the use of normal mapping to improve performance on target machines.
- Liaised with external Chinese development studio to establish deadlines, guidelines for artwork and provided critical feedback on artwork.
- Provided critique and direction on concept art, modelling, animation and UI.
- Managed 9 internal artists and external Chinese art studio of 30+ artists.
- Improved art production and facilitated creation of art pipelines.
- Participated in lead meetings to establish art asset lists and goals.
- Provided regular feedback to artists and conducted employee reviews.
- Expanded the art team to bridge skill gaps.
- Improved morale and direction of the art team.

Aug 2007–Nov 2007 Interzone Games Pty Ltd

Senior Concept Artist

- Directed a 3 minute concept art video used for marketing and recruitment purposes, created the art used, pace and overall editing.
- Determined the artistic style through detailed concept art.
- Liaised and mentored production modellers to prove style in 3d.
- Mentored junior concept artists.

Mar 2007–Aug 2007 Freelance

Freelance Artist

- Worked on a comic book for Canadian author.
- Created concept art for major characters, all environment art, and all UI for Silhouette Studios.

Dec 2006–Mar 2007 UGM Interactive

Creative Director, Operations Manager

- Designed branding for the new business.
- Established development team, workflows, deadlines and scope of game.
- Reported to investors.
- Authored the artistic guidelines and art style of the game.
- Undertook hiring decisions and expanded the team.
- Provided critical feedback, employee evaluation, and general HR duties.

Mar 2005–Dec 2006 Hardcover Entertainment / Rascal Studios

Art Director, Lead Concept Artist, Lead UI Artist

- Established a style guide and provided consistent concept art for visual development of game, and ensured the style was met.
- Maintained art development schedule ensuring that milestones were met.
- Conducted quality assurance and visual alterations where necessary.
- Created sky domes and ground textures.
- Designed UI for the game.

Education

2000–2003

University of South Australia

- Bachelor of Computer & Information Science
- Bachelor of Operations Management

2005–2006

Australian Institute of Fitness

- Certificate 3 & 4 in Fitness Leadership / Personal Training
- Fitness Leader's Course

1997–1999

Sacred Heart College

- Graduated Year 12, TER 91

Skills

Art/Visual

- Experienced in divergent styles, well versed in rendering, proportions, line drawings, painting, anatomy, perspective, color theory, composition, equally at home with both physical and digital mediums.
- I use a range of software on a daily basis: Illustrator CS3, Photoshop CS3, InDesign CS3, Corel Painter, 3DS Max 9.
- Experienced photographer, using professional equipment.
- High attention to detail and quality.

Other

- Ability to express myself clearly in both written and verbal forms, and to understand and clarify the intention of others.
- Human resource management skills.
- Highly organized, and reliable.
- Strong problem solving skills.
- Strong financial management control.
- General business management.
- Business marketing.

Activities

- Improving my artwork, and mentoring younger artists.
- Reading business and personal improvement text.
- Collecting art books, scale model cars and DVDs.
- Military history and movies.
- Racing games, platform games and first/third person shooters.
- Running, swimming and general fitness.
- Spending time with friends, family and my significant other.
- Personal finance and investment.

References

Phil Wilkinson (mob. 0430 161 888) – Course Co-ordinator, QANTM

Aaron Paul (mob. 0418 107 746) – CEO White Wall Concepts

Nick Martinelli (mob. 0401 415 718) – Art Director, Transmission Games

Mark Houreau (mob. 0400 002 649) – Lead Artist, Trickstar Games

Josh Whitkin (mob. 0422 911 375) – Former Art Manager, Interzone Games

Helen Stuckey (03 9925 2739) – Games Course Co-ordinator, RMIT