

David K. Rose

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SKILLS

Photoshop, Illustrator, Flash, After Effects, Visual SourceSafe, Perforce and 3d Studio Max.

EMPLOYMENT HISTORY

Neversoft Entertainment, Los Angeles, CA 2008 - Present

Band Hero (Xbox 360/PS3) - UI Lead Artist

- Managed the daily schedule and workflow of artists on my team.
- Helped guide overall visual direction of the user interface.
- Produced content while working closely with programming.

Guitar Hero 5 (Xbox 360/PS3) - UI Lead Artist

- Managed the daily schedule and workflow of artists on my team.
- Helped create and guide the overall visual direction of the user interface.
- Produced content from start to finish while working closely with programming.
- Regularly presented look/feel pitches to upper management.

Guitar Hero Metallica (Xbox 360/PS3) - Senior UI Artist / Acting UI Lead

- Managed the daily schedule and workflow of artists on my team.
- Helped create and guide the overall visual direction of the user interface.
- Produced content from start to finish while working closely with programming.
- Regularly presented look/feel pitches to upper management.
- Helped design shell flow.

Guitar Hero World Tour (Xbox 360/PS3) - Senior UI Artist

- Produced art content for shell and some ingame assets.

Red Storm Entertainment, Morrisville, NC 1997 - 2008

Ghost Recon Advanced Warfighter 2 (Xbox 360) - Senior UI Artist

- Created the overall look/feel of the outgame shell.
- Produced content from start to finish while working closely with programming.
- Regularly presented look/feel pitches to upper management.
- Designed shell flow and provided flow documentation to testing.
- Self-managed workflow and schedule.

Ghost Recon Advanced Warfighter (Xbox 360) - Senior UI Artist

- Created the overall look/feel of the outgame shell.
- Produced content from start to finish while working closely with programming.
- Regularly presented design and look/feel pitches to upper management.
- Designed shell flow and provided flow documentation to testing.
- Self-managed workflow and schedule.

Ghost Recon 2 (Xbox), Ghost Recon 2: Summit Strike (Xbox) - UI Artist

- Created the overall look/feel of the ingame HUD and the outgame shell.
- Produced content from start to finish while working closely with programming.
- Regularly presented look/feel pitches to upper management.
- Provided testing with flow documentation.
- Self-managed workflow and schedule.
- Provided additional texture support for levels and weapons.

Sum of All Fears (GBA) - Lead Artist

- Managed the daily schedule and workflow of artists on my team.
- Guided overall visual direction.

- Trained artists to use internally developed tools in order to produce game content.
- Regularly presented look/feel pitches to upper management.
- Produced visual content in the form of textures and level design.
- Provided testing with test plan documentation.

Ghost Recon: Island Thunder (PC), Tom Clancy's Ruthless.com (PC), Tom Clancy's Shadow Watch (PC), Freedom: First Resistance

(PC) - 2D Artist

- Produced texture work
- Produced conceptual work, 2d level design and user-interface design, as well as illustration and 2d animation.
- Worked as tools group artist which duties included creating logo, box, booth and other promotional materials from print to web design.

Various Freelance Design 1995 - Present

Freelance Artist

- Completed various freelance projects including merchandising for bands, t-shirt design, package design and advertising.
- Produced illustration work for the Independent, Rambler, Expressions, The Rebel and the North Carolina Literary Review.

WRAL-TV 5 (CBS Affiliate), Raleigh, NC 1995 - 1997

Graphic Designer

- Produced graphics for five newscasts a day including over-the-shoulder graphics, maps, station identities and various animations.
- Supplied design for the promotional, sales and local production departments such as logo, print, graphic display, commercial and set design.
- Additional duties included shared responsibilities of art direction while the art director was absent for eight months.

NOI & VOI, Florence, Italy 1995

Graphic Designer

- Participated in an internship at an international advertising agency
- Provided conceptual and production work for logo, catalog and package design.

The Rebel Magazine (ECU Literary Arts Magazine), Greenville, NC 1995

Art Direction

- Produced a magazine from concept to print.
- Duties included page layout, editing and cover design.

EDUCATION

East Carolina University 1990 - 1995

BFA in Communication Arts

- Earned a degree with double concentration in Graphic Design and Illustration.
- Awarded numerous art awards including: two first place awards in Graphic Design, second place in drawing and second place in package design.
- Achieved dean's list for four semesters.
- Received merit scholarship from the Alpha Fidelis Teacher's Chapter of Durham, NC.

ACHIEVEMENTS

- Artwork featured in London publisher DK's internationally distributed book "Ultimate Robot" by Robert Malone.
- Exhibit on a regular basis at various galleries.
- Volunteered with Volunteers for International Peace working specifically on an archaeological dig in Spain and a commune in Scotland.
- Produced and Co-Wrote various comedy theatre shows.

ART EXHIBITIONS

2009 - La Luz De Jesus Gallery, Wootini, Yoka Custom Show, Eclectix Gallery, Congregation Gallery, the Gallery at East Atlanta Tattoo and Father & Son Antiques

2008 - La Luz De Jesus Gallery, Wootini, Scene MetroSpace, The Gallery at East Tattoo in Atlanta and Art of Life Tattoo

2007 - Push Gallery, The Gallery at East Tattoo in Atlanta, Berbati and Wootini

2006 - CBGB's 313 Gallery, Wootini, and Moshi Moshi Gallery

2005 - Fuse, Room Gallery, Percolator Lounge, Wootini Gallery: Rebirth and Awakenings Show, Kirk Adam Gallery, Ooh La Latte, International Funny Club Show, and Design Box

2004 - Fuse, AUTO-DE-FE: Dero Tribute Show at the Resuscitated Pilgrim Gallery, Design Box 2 Man Show with Paul Friedrich, Resuscitated Pilgrim Gallery Toy & Art Exhibition, The Electric Chair Gallery, Community Realty Art Gallery, and Room Gallery

2003 - Featured Artist of the Month in Tart Gallery's Virtual Gallery, Kings Barcade - El Dia Del Destino Solo Exhibition and Performance

Art, Keep A Breast (breast cancer auction) presented by Modart and Designbox, Father & Son Antiques (husband and wife exhibition)

2002 -1993 -Permanent Grin, Winterville Community Arts Center Exhibition, Mendenhall Student Arts Exhibition, and Wellington B. Gray Student Exhibition, Pepper's Pizza, Father & Son Antiques, Cup-A-Joe, Henry's Bistro, and Trace Gallery