

David K. Rose

Game industry veteran with 16 shipped titles / grfxmonkey.com / [linkedin](https://www.linkedin.com/in/davidkrose)

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SKILLS: Photoshop, Illustrator, After Effects, Premiere, UMG (Unreal Engine 4), Flash, Jira, Visual SourceSafe, Perforce and various other software packages for artistic/game development.

EMPLOYMENT HISTORY

Boss Key Entertainment, Raleigh, NC 2014 – Present

Lawbreakers (PS4 and PC) UI Lead Artist

- Managed the daily schedule and workflow of artists on my team.
- Managed outsourcing various art assets.
- Created and guided 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 the UX flow.

Neversoft Entertainment, Los Angeles, CA 2008 – 2014

Call of Duty Ghosts (Xbox One, PS4, Xbox 360, PS3 and PC) UI Lead Artist

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

Guitar Hero 6 (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.
- Helped design UX flow.

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.
- Helped design UX flow.

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 UX flow.

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

- Produced art content for frontend and HUD 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 frontend.
- 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 UX flow and provided 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 frontend.

- 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/marketing 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, tshirt design, package design and advertising.
- Produced illustration work for the Independent, Rambler, Expressions, The Rebel and the North Carolina Literary Review.

WRALTV 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 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.
- Exhibited personal artwork in galleries all over the world.