

Xavier Garcia

Game Artist and Illustrator

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Sacramento, California, United States

Experience

Lead Artist EA Capital Games, Sacramento, CA. November 2017 – present

- Production Art, Direction and Artist Management for Star Wars: Galaxy of Heroes
- Lucasfilm weekly Art Calls and Art Submissions
- Community Facing representative of the Art Team on all Official Channels
- Scheduling and Managing time of 10+ artists covering Live, Feature and Marketing

Art Director (Contract) Spry Fox, San Bruno, CA. November 2016 – August 2017

- Steambirds Alliance

Art Director Jam City, Palo Alto, CA. May 2015 – August 2016

- Tasty Town (cancelled)

Art Director KIWI, Palo Alto, CA. January 2013 – May 2015

- Heroes: Islands of Adventure (cancelled), Westbound, Enemy Lines, Shipwrecked, Age of Espers (cancelled)

Senior Artist Gameloft, New York City, NY. August 2011 – June 2012

- Ice Age, Zombiewood

Senior Artist OMGPOP, New York City, NY. Dec. 2010 – August 2011

- Draw Something, Pool World Tour and Cupcake Corner

Concept Artist EA Salt Lake, Salt Lake City, UT. Dec. 2006 – August 2010

- MySims (cancelled), NERF N-Strike and NERF N-Strike Elite
- Hasbro prototypes: Mr. Potato Head, Battleship, Magic: The Gathering

Environment Artist Headgate Studios, Bountiful, UT. Feb. 2006 – Dec. 2006

- Tiger Woods PGA Tour 07, Tiger Woods PGA Tour 08

Clients

Game Studios

Lab Zero Games - [Indivisible](#), [Skullgirls](#)

Capcom - [Street Fighter IV](#)

Spry Fox - [Steambirds Alliance](#)

Proletariat - [Streamline](#)

Armor Games - [i saw her standing there](#)

Animation Studios

Starburns Industries - [Various projects](#)

Print Media and Apparel

Fangamer - [Ghosts n' Goblins](#)

Eighty Sixed Clothing
Sanshee
Udon Entertainment

Awards and Recognition

Annie Awards – 2012

- Nominee for "Skullgirls" under the Animated Video Game category

Guest Speaker, Fullsail University – 2011

- One hour talk to 300+ students on how to break it in the game industry

Square-Enix Final Fantasy X-2 Ultimania Contest – 2003

- Winning entry "Alternate Yuna design"

Education

Associates Degree in Computer Animation Full Sail, Orlando, FL. Sept. 2003 – Nov. 2004

Cinematic Animation Kubert School, Dover, NJ. Sept. 2000 – May 2003