

Xavier Garcia

Game Artist and Illustrator

(801) 647 9931

raging-spaniard.com – theragingspaniard@gmail.com

San Bruno, California, United States

Current Client Work

Lab Zero Games

- 3D Environment Artist on [Indivisible](#)

Lead Artist Armor Games

- Art Direction and full art production on [i saw her standing there](#)

Studio Experience

Lead Artist Spry Fox, San Bruno, CA. November 2016 - May 2017

- Complete visual overhaul, from 2D to 3D, for their Co-Op MMO [Steambirds Alliance](#)
- Concepted, modeled and lit vast majority of 3D assets
- Together with engineering, created an easy to use art pipeline for content creation and implementation in Unity
- Worked with studio heads on branding, marketing and gameplay ideas

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

- Shipped Alpha: [Tasty Town](#)
- Project visualization from the inception stage, following up all the way to production
- Manage an internal art team of 6 people plus contractors
- Produce presentation decs for executive meetings and sales pitches
- Create Style Guides for the internal and external teams to follow

Art Director / Lead Artist Kiwi, Palo Alto, CA. January 2013 – May 2015

Shipped: [Heroes: Islands of Adventure](#), [Westbound](#), [Enemy Lines](#), [Shipwrecked](#), [Age of Espers](#)

- Establish Visual Direction, Brand Identity and Production Guidelines for multiple simultaneous projects
- Lead Art Tool development for in-house engine with off shore team in Bangalore
- Managed several internal teams of 5-10 people plus contractors
- Manage multiple international Outsource Production teams
- Establish strong correlation between Art and Game Design

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

- Visual Development for [Ice Age](#) and [Zombiewood](#)
- Worked with Outsource Production in Paris and China
- Created concepts for characters, environments, vehicles, icons and props

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

- Production Art for [Draw Something](#), [Pool World Tour](#) and [Cupcake Corner](#)

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

- Hasbro prototypes: [Mr. Potato Head](#), [Battleship](#), [Magic: The Gathering](#)
- Character and Environment concepts on [NERF N-Strike](#) and [NERF N-Strike Elite](#)
- Character and Environment concepts on the [MySims](#) franchise

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

- 3D Environment Artist on [Tiger Woods PGA Tour 07/08](#)

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](#)

Merchandise

- Fangamer
- Eighty Sixed Clothing
- Sanshee
- Udon Entertainment

Awards & 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

Software

- Unity, Maya, 3DS Max, 3D Coat, Photoshop, Illustrator, Flash, Tiled, Spine, Perforce, SVN, Git, Jira

Art Skills

- Concept art, illustration, storyboarding, hand painted texturing, 3D modeling, paintovers, game mockups