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# ERIC PRIESTLEY

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## ILLUSTRATOR & DESIGNER

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### SKILLS

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ILLUSTRATION:	GAME ART:	DESIGN:	COLLABORATION:
CONCEPT ART COMIC ART STORYBOARDS EDITORIAL & SPOT ILLUS. COVER ART PROMOTIONAL ART	ISOMETRIC CHARACTERS & ENVIRONMENTS BACKGROUND ILLUS. UI, FX ANIMATICS	INTERACTIVE / UX LOGO & CLIP-ART PAGE LAYOUT WEB DESIGN ADOBE FLASH® MEDIA	CONCEPT DESIGN IDEATION WRITING & SCRIPTING FILE VERSIONING & PIPELINE

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**SOFTWARE MASTERY:** ADOBE *PHOTOSHOP, FLASH, ILLUSTRATOR, INDESIGN* AND *DREAMWEAVER*;  
SMITH MICRO *CLIP STUDIO PAINT*; COREL *PAINTER* AND *DRAW*; AUTODESK *SKETCHBOOK PRO*.

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### WORK HISTORY

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**FREELANCE ILLUSTRATOR** | 2005-CURRENT | AS **ARTIST CONTRACTOR**

-FREELANCE ILLUSTRATION AND GRAPHICS, REMOTE OR ON-SITE, CLIENT LIST AVAILABLE UPON REQUEST.

**BUFFALO STUDIOS** | 2011-2013 | AS **SENIOR ILLUSTRATOR**

-ILLUSTRATION, GRAPHICS AND CONCEPT DESIGN FOR "BINGO RUSH", "BINGO BLITZ", "PENGUINAUTS."

**UNIVERSITY OF MICHIGAN 3D LAB** | 2009-2010 | AS **2D ARTIST**

-TECH CONSULTATION AND FLASH GAME ART/ANIMATION FOR "BACK QUACK" AND "SPINAL DAMAGE MD."

**QUANTUM LEARNING TECHNOLOGIES** | 2008-2009 | AS **2D ARTIST**

-CONCEPT DESIGN AND FLASH GAME ART/ANIMATION FOR "SKATEKIDS ONLINE" AND UNRELEASED TITLES.

**DELOITTE & TOUCHE, LLP** | SUMMER 2007 | AS **ARTIST INTERN**

-INTERACTIVE DESIGN & ANIMATION FOR DELOITTE'S INTERNAL LEARNING SOFTWARE.

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### EDUCATION

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**UNIVERSITY OF MICHIGAN: SCHOOL OF ART & DESIGN** (BFA: ART & DESIGN) 2005-2009

**WEST SHORE COMMUNITY COLLEGE** (ART) 2002-2004