

# **Alan Blouin**

**[www.alanblouin.com](http://www.alanblouin.com)**

## **Objectives**

To help create awesome games and have fun doing it.

## **Experience**

### **August 2008 - present**

Art Director , Take-two Interactive

Novato, California

- Involved in all creative and visual direction for MLB2k10.
- Supervise a team of 12 artists with the daily visual focus and positive art critiquing.
- Document and dictate the overall art goals and set up visual benchmarks to attain.
- Establish an art process and address any pipeline issues to deliver the art on time and with top quality.
- Mentor the artist skill sets and coach them thru problem solving art techniques and open their eyes to new processes.
- Responsible of weekly one-on-one and yearly reviews /career planning with the artists which impact their salary structure.
- Push the tech where possible and with the programming team of various levels and disciplines.
- Listen to multiple groups' from production to design needing art and facilitates their hopes in making sure the art well represent their features.
- Hands on in 3d asset creations and 2d supports when possible.

### **June 2007- June 2008**

Art Director , Radical Entertainment,

Vancouver, Canada

- Involved in all creative and visual direction for SCARFACE2.
- Supervise a team of 20+ artists with the daily visual focus and

positive art critiquing.

- Plan/Established and delivered the art process and visual goals.
- Work with 3 concept artist and 3 direct lead and with multiple art outsourcing firms.
- Involve in direct pre-employment candidate interviews and salary structures offers.
- Establish the visual goals of the vertical slice and making sure design was well represented.
- Weekly one-on-one with the artists and or coaching/supporting their daily efforts.
- Being hands on with concepting and in-game post fx/lighting.

### **April 2006 to June 2007**

Art Director , Take-two Interactive

Novato, California

- Responsible for the visual direction for the College Hoops 2k7 and 2k8.
- Working directly with production/marketing and code to push the visuals of this product further.
- Plan, plot and chart art deliverables and track expectations and progress.

### **February 2003- to Feb 2006**

Art Director, Electronic Arts Canada

Vancouver , B.C

- Overseeing all art assets and responsible for the visual direction for MVP NCAA Baseball 2006 and for the past MVP Baseball 2005, 2004.
- Responsible of concepting, compositing and establishing the visual targets to present to the exec staff in pre-production to get the studio buy in.
- Giving constructive directions and approvals to the modeling, rigging, lighting, character creation department teams to ensure the highest visual qualities are obtained.
- Bringing art suggestions and tech ideas to the engineers involved

directly with the rendering of the art assets in order to push the look and tech further.

- Directly involved with Production and Dev Directors in estimating, scheduling the art, and keeping the art teams on track.
- Direct linked with marketing in showcasing the game art to the press.
- Involved in employee scouting, hiring and reviews for EA Canada.
- Mentor and grow artists to elevate their careers.
- Trained as a manager and all powerups EA offered.

### **September 2002-Feb 2003**

Lead Artist, Electronic Arts Canada

Vancouver , B.C

- Responsible for the quality and delivery of all in-game art assets.
- Hands on implementation of Special Effects, lighting solutions and modeling constructions for MVP Baseball 2003.

### **May '98-September 2002**

Lead Artist, Westwood Studios

Las Vegas , N.V.

- Worked directly in pre-production planning to determine and address art, animation requirements and issues. Understand the game engine limitations; and leverage the engine whenever possible.
- Trained junior and senior artists in the skills needed to execute the art path efficiently, delegated work tasks amongst artists and mentored them whenever necessary.
- Created visually exciting digital art that defined the style guide for one or more projects, using a combination of 2D and 3D software packages.
- Created technically sound art and contributed innovative and original ideas to the project in the areas of the game mechanics, development, modeling, texturing and concepting.
- Coordinated and choreographed motion capture sessions to be utilized as part of the animation pipe-line for in-game integration

purposes.

- Worked on and contributed to the development of a multitude of Westwood Studios' video games such as:
- Earth and Beyond, PC (Lead Artist)
- Renegade, PC (Level Artist)
- Tiberian Sun FireStorm, PC (Artist)
- Lands of Lore 3, PC (Artist)

## **Feb '91-April '98**

Cinematic Art lead , Radical Entertainment, Vancouver , B.C. Canada

- Designed and storyboarded introductory movies for video game purposes.
- Constructed all aspect of a 3D scenes for final rendering. Edit and composite visual effects using custom wipes, particles, shading effects, digital color processes and many others.
- Installed and maintained licenses, software and hardware upgrade for most SGI workstations at Radical Entertainment.
- Created art, design style guide, backgrounds, sprites and character animations for interactive videogame titles such as :
  - NHL PowerPlay '98. P.C. PlayStation & Sega Saturn(FMV Lead Artist)
  - The Divide, Enemy Within, P.C. PlayStation (FMV Lead Artist)
  - Beavis and Butt-Head, Sega Genesis (Lead Artist-Game Designer)
  - Pele Soccer, Sega Genesis (Static screens and Background Artist)
  - Brett Hull Hockey, Super Nintendo Entertainment System (Artist)
  - The Terminator, Nintendo Entertainment System (Lead Artist)

## **Education**

- March 05, 1994 .

Vancouver Film School , Certificate in Make-up Special Effects, Level 2.

- December 10, 1993 .

Vancouver Film School , Certificate in Make-up Special Effects, Level 1.

- December 10, 1993 .

Vancouver Film School , Certificate of Classical Animation Art and

Techniques,

- August 30, 1991 .

Capilano College , Diplomat of Animation Layout and Production,

- July 15, 1990 .

Vancouver Film School , Certificate in Computer Graphic Animation and Extended Computer Graphic Animation,

- January 5, 1990 .

Emily Carr College of Art and Design, Certificate of Art Foundation.

## **Awards received**

- Multiple game magazine positive reviews and mentions of my art as a collective effort found across the Internet.
- Best intro movie of 1996 for the Divide Enemy Within, by Electric Playground.

## **Insight:**

- <http://www.viewnews.com/2001/VIEW-Mar-31-Sat-2001/NWest/15733014.html>

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<http://www.mobygames.com/developer/sheet/view/developerId,15254/>

- 18 years experience in computer graphic imageries.
- 16+ years work experience in video gaming art, animation and cinematics.
- Know many 3D software including: Maya, 3DMAX, Zbrush and some XSI.
- Photoshop CS, After FX, Powerpoint, Excel, MS Project.
- Member of the Academy of Interactive Art and Science.
- Love to play video games on my spare time "It's Research..."

## **Linkedin.com recommendations.**

## **Art Director at Radical Entertainment**

"Alan brings years of experience and creative mind to the workspace. He has in depth understanding of processes and a technology that helps him find the right solutions when is most needed. Combined with the positive attitude and great deal of energy his contribution is always timely and balanced." June 28, 2008

[Zeljko Duvnjak](#), Associate Art Director, Radical Entertainment  
worked directly with Alan at Radical Entertainment

“Alan’s Clear vision as an Art Director was a blessing to have and in turn made my job as a concept artist easier. He has a great ability to outline exactly what he wants for his Art Direction yet leave it open enough to the team (in a creatively capacity) to also add to the vision for the product in a positive and insightful way. His easy going yet passionate demeanor really made it a pleasure to work with him.

[Robin Mitchell](#), Senior Concept Artist, Radical Entertainment  
reported to Alan at Radical Entertainment

“I have had the pleasure of working with Alan and have found his knowledge and insight as an artist and as an art director very beneficial in developing sound solutions to difficult problems. His strong sense of humor and positive attitude helps him direct stressful periods into useful experiences.”

[Dion Linaker](#), Lead Interface Designer, Radical Entertainment  
reported to Alan at Radical Entertainment

## **Art Director at Visual Concepts**

“Having the privilege of working with Alan on College Hoops I can say without question that his enthusiasm for the video game industry, combined with his knowledge of not only the art he’s directing and creating but also the limitations of the code required to put art in the game, would be hard to surpass. He not only helped me to become a better Project Manager but he stepped up the skills of every artist under his direction.”

[Zach Timmerman](#), Producer / Project Manager on College Hoops 2K Series, 2K Sports / Visual Concepts

“Alan’s got a heart which is important to me, and he’s a goldmine of ideas. I think he’ll do a fantastic job in whatever role he is in.”

[Kip Malek](#), Character Artist, Visual Concepts

## **Art Director at Electronic Arts**

“Alan approaches Art Direction from the POV of a gamer which allows his vision to focus on key areas that the audience will likely notice and appreciate, while steering away from extraneous elements that only those well-versed in the visual arts would care about. This often gets lost in an industry that is more and more bringing in ADs from the film community. I enjoyed working with Alan and hope to work with him again some day.”

[Ben Brinkman](#), *Producer, Electronic Arts Canada*

“I’ve met few people who take the job of creating art for Games as seriously and professionally as Alan. He has and continues to grow for as long as I have known him (14 years) He is constantly striving for the highest level of quality and is not above turning this eye to his own work in addition to the people he is leading. Each project I’ve seen Alan direct has taken a significant leap in visual quality and he has always strived to achieve far more than has been asked of him. I would not hesitate to work with Alan in the future if given the opportunity”

[rob oliveira](#), *art director, electronic arts black box*

“I worked with Alan on MVP Baseball 2005 at EA and found Alan to be an excellent art director with a solid understanding of traditional and modern art techniques. Alan wasn't afraid to help out by modeling and texturing when art directing, and he knew how to do this well.”

[Kevin Wafer](#), *Lead Artist / TA, Electronic Arts*