

James Mosingo

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Employment

IGT

Art Lead July 2014 – June 2017

- Define the visual design of a game with concept art, mood boards, and style guides.
- Work directly with the Art Director and Producer to make the most attractive game possible.
- Schedule time and work flow with artists and management.
- Lead varying art styles on multiple platforms.
- Create new and unique art techniques to keep game aesthetics fresh.
- Created and led classes on industry and improving art skills.

Projects

- Wheel of Fortune – Wheel Across America – California Coast
- Breaking Bad
- Harley Davidson – Freedom Machine
- Harley Davidson – Heritage
- Wild Riches – Arctic King
- Wild Riches – Ruby Pandas
- Wild Riches – Leopards of Luxury

Animation Domination High-Def

Character Designer August 2013 – June 2014

- Designed original characters in a variety of different styles.
- Created unique ‘special poses’ for the animators.
- Illustrated props to be used in animation.
- Followed specific styles and created more efficient ways to adapt to them.
- Storyboard and created animatics for several episodes.

Projects

- Axe Cop
- Golan the Insatiable
- Major Lazer

Emotional Robots Inc.

Lead Concept Artist January 2013 – September 2013

- Created style guides and the overall look of the project.
- Concepted characters, creatures, items, and environments.
- Worked directly with other departments to keep a harmonious style.
- Added personality and design to keep concepts fresh and relevant.

Projects

- Unannounced Title

Game Time Live

Senior 2D Artist July 2011 – October 2011

- Enhanced User Interface designs and created new ones.
- Created and implemented diverse motion graphics.
- Concepted original avatars and took them to final renderings.
- Created original logos and jerseys for fictional sport teams.

Projects

- Game Slam

WMS Gaming

Core Artist November 2008 – June 2011

- Illustrated high resolution images for slot machines.
- Created original reel symbols from concept art to final animated pieces.
- Developed new and dynamic techniques for slot machine art.
- Designed original physical parts for cabinets.
- Adapted to multiple visual styles.

Projects

- Pirate Battle
- Star Trek Episode 5: Live Long and Prosper
- Castle King
- Free Spin Maximus
- The Price is Right
- Monopoly Grand Hotel: Big Event
- Kronos
- Golden Age

High Voltage Software

Artist March 2008 – September 2008

- Designed concepts for varying game genres and visual styles.
- Created characters and objects from concept to 3D.
- Pushed the amount of detail in textures for varying resolutions.
- Created visual elements for user interfaces.

Projects

- The Conduit
- Dora the Explorer: Dora Saves the Snow Princess
- Go, Diego, Go!: Great Dinosaur Rescue
- Evasive Space

Midway Amusement Games

Concept Artist 2005 - 2007

- Created techniques to design concepts more efficiently.
- Kept up to date on fashion trends and incorporated them into character designs.
- Composed high resolution images to assist 3D artists and game designers.
- Concepted characters and equipment.
- Stayed current on multiple visual styles.

Projects

- Mortal Kombat Annihilation
- Stranglehold
- Area 51: Blacksite
- Game Party
- Blitz: The League 2
- NBA Ballers: The Chosen One
- This is Vegas

Notable Achievements

- Art Lead for the ‘Witches of the Revolution’ board game.
- Illustrations for the ‘7th Sea: War of the Cross’ board game.
- Illustrations for several 7th Sea: Second Edition role-playing game books.
- Illustrations for the Apocrypha Adventure Card Game.
- Illustrations for several Shadowrun role-playing game books.
- Illustrations for several Eclipse Phase role-playing game books.
- Production Artist for Man of Steel film.
- Character and environment concepts for Spec Ops: The Line video game.
- Character concepts for Wreckateer video game.
- Art Lead for Margaret Weis’ Dragon Brigade role-playing game.
- User Interface design for Final Fantasy Crystal Chronicles: Rings of Fate.
- User Interface design for Borderlands 2.
- Gnomon’s Best of Term Winter 2013 in Character Design.
- Gnomon’s Best of Term Summer 2012 in Character Design.
- ‘Best Creature Design’ at Sketch Theatre.

Education

- Gnomon School of Visual Effects – One-Year Track
- The Illinois Institute of Art Chicago – Bachelors Degree in Fine Arts – Media Art and Animation

Software Skills

- Photoshop
- After Effects
- Illustrator
- Flash
- ZBrush
- Unity
- 3DS Max
- Particle Illusion
- Microsoft Office