

TOM GALE ~ ARTIST / DESIGNER ~ RESUME

CONTACT

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[HTTP://TOMGALE.WIX.COM/GALEGAMES](http://tomgale.wix.com/galegames)

EDUCATION

School of Art at Washington University in St. Louis, MO

BFA ~ Independent Major in Creative Multimedia, 1996 (illustration dept)

Minors in Writing and Film Studies

FOCUS

I love working with a creative team to develop innovative sci-fi and fantasy games.

EMPLOYMENT (OVER 18 YEARS IN GAME INDUSTRY)

Freelance Concept Artist:	June 2014 - current	Venan Entertainment (Middletown, CT)
Freelance Digital Painter:	May 2014 - current	HitPoint Inc. (Amherst, MA)
Art Director, Designer, Producer:	Aug 2008 - April 2014	HitPoint Inc.(Amherst, MA)
Freelance UI Artist:	Sep 2005 - Dec 2013	Game Table Online (Northampton, MA)
Senior 3D Artist:	Sep 2004 - Jan 2006	Magic Hat Software (Dedham, MA)
Lead Artist (3D), Designer:	Feb 2001 - Sep 2004	Blue Fang Games (Waltham, MA)
Flash Adjunct Professor:	Jan 2001 - May 2001	Westfield State College (Westfield, MA)
Lead Artist (3d/2d):	Jul 1996 - Nov 2000	Cyberlore Studios (Northampton, MA)

20+ MAJOR PROJECTS (OVER 6 MONTHS)

2014	Freelance Concept Artist on <u>Book of Heroes</u> and an upcoming sci-fi title (Venan Entertainment)
2014	Freelance Digital Painter on <u>Seaside Hideaway</u> (HitPoint Inc.)
2014	Art Manager/Painter on <u>Little Mermaid: Undersea Treasures</u> / Tablet (Microsoft)
2013	Art Manager/Painter on <u>Fairies: Hidden Treasures</u> / Tablet (Microsoft)
2012	Narrative/Gameplay Designer on <u>Adera</u> / Tablet (Microsoft)
2011	UI Artist on <u>Dungeons & Dragons: Virtual Table</u> (GameTableOnline, WOTC)
2011	Concept Artist on <u>Secrets of Arcelia Island</u> (Big Fish Games)
2011	Art Director, Producer, Designer on <u>Fate: The Cursed King</u> (Wild Tangent/ Encore)
2011	Art Director on <u>Blood & Ruby</u> (Big Fish Games)
2010	Art Director on <u>Build-a-lot: The Elizabethan Era</u> (Hipsoft)
2010	Art Director, Producer, Designer on <u>Fate: Traitor Soul</u> (Wild Tangent/ Encore)
2009	Art Director on <u>Clue: Accusations & Alibis</u> (RealArcade/ Hasbro)
2008	Art Director, Producer, Designer on <u>Fate: Undiscovered Realms</u> (Wild Tangent/ Encore)
2008	Art Director on <u>UNO: Undercover</u> (Wild Tangent/ Encore)
2007	Visual Consultant for <u>Solidworks 2008</u> (Solidworks)
2005	Senior Artist on MMORPG <u>Irth Online</u> (Independent)
2004	Senior Artist on <u>Zoo Tycoon 2</u> (Microsoft)
2003	Lead Artist on <u>Zoo Tycoon: Marine Mania</u> (Microsoft)
2002	Senior Artist on <u>Zoo Tycoon: Dinosaur Digs</u> (Microsoft)
2001	Senior Artist on <u>Zoo Tycoon</u> (Microsoft)
2000	Senior Artist on <u>Majesty: The Northern Expansion</u> (Infogrames)
2000	Lead Artist on <u>Majesty: The Fantasy Kingdom Sim</u> (Hasbro)
1998	Lead Artist on <u>Emissary</u> (unreleased project licensing Unreal Engine) (GT Interactive)
1997	Lead Artist on <u>Heroes of Might and Magic 2: The Price of Loyalty</u> (3DO)

CLIENTS (FOR 30+ ADDITIONAL MINOR PROJECTS)

Wizards of the Coast, WildTangent, Hasbro, Activision, Venan, HitPoint, FloodGate, AllInPlay, GameTableOnline, Paul Hake Productions, Golden Goose Games, SandLot Games

SKILLS

Art Direction, Team Management, Art Pipeline, Prototyping, Photoshop, Flash, Unity, Unreal, Interface, 3D Modeling + Texturing + Animation, Concepting/Painting, Storyboarding, Design Docs, Narrative Writing, General Production.