

DAN MYCKA

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PROFESSIONAL PROFILE

Art Director, Senior Video Game Artist, Graphic Designer, and Illustrator. Expert at game user interfaces, concept art, motion graphics, logos, icons, marketing materials, 3D modeling, and management of art teams. Highly responsible and attentive to project goals and schedules. More than 21 years of experience in video games, computer games, high end AS3 games, and mobile/tablet games. Credited on 17 shipped titles, with work on more than 22 projects. Expert at all standard tools, including 2D and 3D packages.

EXPERIENCE



NWAY GAMES. – San Francisco, California

Senior User Interface Artist

June 2014 – Present

- ▶ **Art Production.** User Interface (in-game HUD and Shell Screens) design, layout, art assets, effects, and Unity integration.
- ▶ **Project: *ChronoBlade*** - iOS, Android. Publisher: Netmarble Games. Release date: (Korea) June 2015, (China) November 2015, (U.S.) 2016.
 - Responsibilities: Art production.

SUPERSAGA STUDIOS, INC. – San Rafael, California

Studio Art Director

June 2013 – June 2014

- ▶ **Management of External Art Outsourcing.** Coordinated and oversaw the production and feedback with numerous outsourcing vendors.
- ▶ **Project: *Heroes & Havoc*** - iOS, Android. Publisher: Mobage, Inc. Release date: March 2013.
 - Responsibilities: User Interface (in-game HUD and Shell Screens) design, layout, art elements, effects, and motion graphics creation.

ELECTRIFIED GAMES. – San Rafael, California

Studio Art Director

July 2011 - June 2013

- ▶ **Art Staff Management.** Managed and oversaw the production efforts of 4 art department staff members.

- ▶ **Management of External Art Outsourcing.** Coordinated and oversaw the production and feedback with numerous outsourcing vendors and freelancers.
- ▶ **Project: *Kajudo: Battle Game* and *Kajudo: Online*** - iOS, Web. Publisher: Wizards of the Coast. Release date: April 2012.
 - Responsibilities: Review and organization of reference art and materials from Wizards of the Coast.
 - User Interface (in-game HUD and Shell Screens) design, layout, art elements, and motion graphics creation.
- ▶ **Project: *Cafe 51*** - iOS. Publisher: Electrified Games, Inc. Release date: September 2012.
 - Responsibilities: User Interface (in-game HUD and Shell Screens) design, layout, art elements, and motion graphics creation.
 - Character design and concept art creation.

DANMYCKA.COM. – Cockeysville, Maryland

Freelance Art Director

September 2008 - July 2011

Clients include:

- ▶ **Project: *War Cry*** - Facebook, Web. Publisher: Outplay Entertainment, Inc. Unpublished.
 - Responsibilities: Art direction, game sprites, environment tiles, UI elements, and Flash animations.
- ▶ **Project: *Double Down Baseball*** - iOS. Publisher: Crowd Evolve. Release date: June 2011.
 - Responsibilities: Pre-production concepts, art direction, UI art assets and layout assembly.
- ▶ **Project: *WPT: Texas Hold 'Em Poker*** - Facebook. Publisher: Hands-On Mobile. Release date: April 2010.
 - Responsibilities: Pre-production concepts, art direction, UI art assets and layout assembly, Flash animations, avatar costumes, and gifting items.
- ▶ ASAP Games, LLC. Los Angeles, CA. Created Facebook game UI layouts and game-play screen designs.
- ▶ Xplosive Enterprises, Inc. Los Angeles, CA. Created Casino game game-play screen designs and 3D art assets.
- ▶ Wild Goose Games (A Subsidiary of Kari Development). Thousand Oaks, CA. Created Logo design.
- ▶ Sonic Boom, Inc. New York, NY. Created generic phone and iPhone game UI layouts, game-play character and environment concepts.

BREAKAWAY GAMES. – Hunt Valley, Maryland

Managing Art Director

June 2007 - September 2008

- ▶ **Art Staff Management.** Managed and oversaw the production efforts of 14 art department staff members.
- ▶ **Management of External Art Outsourcing.** Coordinated and oversaw the contract negotiations, production, and feedback with numerous outsourcing vendors.
- ▶ **Employee Reviews.** Gathered performance evaluation feedback, collated information and evaluation scores, and conducted annual reviews.
- ▶ **Management of Personnel Issues.** Met regularly with all art department staff to anticipate and avoid personnel conflicts.
- ▶ **Project: *Command & Conquer 3: Kane's Wrath*** - PC, X Box 360. Publisher: Electronic Arts, Inc. Release date: March 2008.
 - Responsibilities: Management and supervision of a 10-member internal art team. Coordination with external art team at Electronic Arts. Management of 3 external art outsourcing vendors creating vehicles, characters, and animations.
 - "Global Conquest" Mode graphics design, layout, art elements, and motion graphics creation.

Studio Art Director

April 2005 - June 2007

- ▶ **Art Staff Management.** Managed and oversaw the production efforts of 32 art department staff members.
- ▶ **Internal Project Review.** Provided Art Direction for 4 internal studio projects.
 - **Harker** (Original IP Title) - X Box 360, PS3. Unpublished.
 - **Silent Hill: Homecoming** - X Box 360, PS3. Publisher: Konami. Release date: September 2008.
 - **Dirty Harry** (Working Title) - X Box 360, PS3. Publisher: Warner Brothers Interactive Entertainment. Unpublished.
 - **The Da Vinci Code** - X Box, PS2, PC. Publisher: 2K Games. Release date: May 2006.
- ▶ **Art Direction for numerous Original IP and Publisher Project Pitch Presentations.** Managed Concept Art Department and oversaw the creation of concept artwork, both internally and through external vendors. Coordinated the shared art resources and concept art needs for both internal project production and ongoing pitch presentations. Created presentation graphic layouts for Power Point Pitch presentations.
- ▶ **Next-Gen Art Production Pipeline Creation.** Worked with art, production, and design staff to establish new production pipelines and methodologies for Character Art and Environmental Art creation, incorporating the use of high-rez modeling and normal-map creation in Zbrush and Mudbox.
- ▶ **Management of External Art Outsourcing.** Coordinated and oversaw the contract negotiations, production, and feedback with numerous outsourcing vendors. Conducted research and vetting of numerous outsourcing studios. Acted as liaison between internal production teams and outsource vendors.
- ▶ **Studio-wide, Art Department Recruitment Efforts.** Discussed individual project Art Staffing needs with Production and made staffing recommendations. Created and revised Art Department Job Descriptions. Reviewed Artist portfolios and resumes. Conducted phone and onsite interviews. Created and reviewed art tests for potential candidates. Reviewed feedback and made hiring recommendations. Established relationships with local art schools and attended student portfolio reviews.
- ▶ **Employee Reviews and Raise Recommendations.** Gathered performance evaluation feedback, collated information and evaluation scores, made salary recommendations, and conducted both annual and 90-day reviews.
- ▶ **Management of Personnel Issues.** Met regularly with all art department staff to anticipate and avoid personnel conflicts. Conducted verbal and written warnings and follow-up meetings with problem employees. Made re-assignment and termination recommendations to Production and Management.
- ▶ **Project: *Marc Eckos Getting Up: Contents Under Pressure*** - X Box, PS2, PC. Publisher: Atari, Inc. Release date: February 2006.
 - Responsibilities: Created the User Interface (in-game HUD and Shell Screens) design, layout, art elements, and motion graphics.

Lead Artist

December 2003 - April 2005

- ▶ **Project: *Star Wars, Episode III: Revenge of the Sith*** - X Box, PS2. Publisher: LucasArts Entertainment Company. Release date: May 2005.
 - Responsibilities: Management and supervision of a 12-member internal art team. Coordination with external art team at LucasArts.
 - Review and organization of large volume of reference art and materials from LucasFilm and ILM.
 - User Interface (in-game HUD and Shell Screens) design, layout, art elements, and motion graphics creation.

Lead Artist

July 2001 - December 2003

- ▶ **Project:** *Wrath Unleashed* - X Box, PS2. Publisher: LucasArts Entertainment Company. Release date: February 2004.
 - Responsibilities: Pre-visualization and design of entirely original game universe. Personal design and creation, as well as visual supervision for the design and creation of game world and characters.
 - Art style guide creation and environmental design pre-visualization.
 - User Interface (in-game HUD and Shell Screens) design, layout, art elements, and motion graphics creation.

Senior Artist

April 2001 - August 2002

- ▶ **Project:** *Buffy The Vampire Slayer* - X Box. Publisher: Electronic Arts/Fox Interactive. Release date: August 2002.
 - Real-time prop design, 3D mesh creation, and texturing.
 - User Interface (in-game HUD and Shell Screens) design, layout, art elements, and motion graphics creation.

Lead Artist

December 2000 - April 2001

- ▶ **Project:** *The X-Files: Resist or Serve* - PS2. (Involved in pre-production. Developed by Black Ops Entertainment.) Publisher: Vivendi Universal Games, Inc. Release Date: March 2004.
 - Responsibilities: In-depth study and understanding of license reference materials. Application of license knowledge to all aspects of game content visualization, both referenced and original. Supervision and coordination of a 3-member, pre-production art team.
 - Art style guide creation and environmental design pre-visualization.
 - User Interface (in-game HUD and Shell Screens) design and layout pre-visualization.

Lead Artist

April 1999 - December 2000

- ▶ **Project:** *Star Trek, Deep Space Nine: The Fallen* - PC. Publisher: Simon and Schuster Interactive. Release date: November 2000.
 - Responsibilities: In-depth study and understanding of license reference materials. Application of license knowledge to all aspects of game content visualization, both referenced and original. Supervision and coordination of a 9-member art team. Coordination of art content with the programming team.
 - Coordination of art and design with 4, external, level designers.
 - Real-time character and prop design, 3D mesh creation, and texturing.
 - User Interface (in-game HUD and Shell Screens) design, layout, art elements, and motion graphics creation.
 - 3D-Environment level design, building, world texture painting, texture-mapping, lighting, and game-play set-up.
 - In-game, cut scene design and set-up.

Lead Artist

May 1996 - April 1999

- ▶ **Project: *Star Trek, The Next Generation: Klingon Honor Guard*** - PC. Publisher: Microprose Software, Inc. Release date: October 1998.
 - Responsibilities: Creation of original designs and coordination of the approval process with the Paramount Studios production department. Supervision and coordination of an 11-member art team. Coordination of art content with the programming team. Coordination and creation of specific art for the marketing department.
 - Real-time character design, 3D mesh creation, texturing, and animation.
 - Real-time game weapons design, creation, and texturing.
 - User Interface (in-game HUD and Shell Screens) design, layout, art elements, and motion graphics creation.
 - 3D-Environment level design, building, texturing, lighting, and set-up.
 - Cut scene design, layout, art, and animation.

Senior Artist

September 1994 - May 1996

- ▶ **Project: *Star Trek, The Next Generation: Omega Gate*** - PC. Unpublished.
 - Responsibilities: Character design, concept art, story boards, 3D modeling, and animation.
- ▶ **Project: *Magic: The Gathering*** - PC. Publisher: Microprose Software, Inc. Release Date: March 1997.
 - Responsibilities: 2D sprite art.
- ▶ **Project: *Sid Meier's Colonization*** - PC. Publisher: Microprose Software, Inc. Release date: December 1994.
 - Responsibilities: 2D sprite art.

Assistant Art Director

December 1993 - September 1994

- ▶ Responsibilities: Supervision and coordination of full-time art staff and seasonal illustrators.
- ▶ Art request and job information coordination.
- ▶ Layout and Illustration of seasonal theme displays.

Senior Illustrator and Product Designer

March 1992 - December 1993

- ▶ Responsibilities: Supervision and coordination of seasonal illustrators.
- ▶ Layout and Illustration of seasonal theme displays.
- ▶ Engineering and product installation supervision.

Illustrator

April 1989 - March 1992

- ▶ Layout and Illustration of seasonal theme displays.

EDUCATION

Baltimore School for the Arts

Graduated - June 1988

Baltimore, MD.

Major: Visual Communication and Fine Arts.

Artwork displayed at Alcazar Gallery, Baltimore, MD.

Congressional Achievement Award: "An Artistic Discovery" Art Competition.

SKILLS

- ▶ Expert in - **Adobe Photoshop**
- ▶ Expert in - **3D Studio Max**
- ▶ Expert in - **Adobe Flash**
- ▶ Proficient in - **Adobe After Effects**
- ▶ Proficient in - **Adobe Illustrator**
- ▶ Proficient in - **Adobe Dreamweaver**
- ▶ Proficient in - **Unity and NGUI**
- ▶ I have used numerous proprietary tools for custom assembly and layout of graphic elements and .xml editing.