



## EMPLOYMENT HISTORY

### 2014-2015 • Concept Artist & Illustrator

Imaginary Games • Vancouver CANADA

Game: **AFTERLAND**

Concepted and fully illustrated cards for an online collectible card game with a surreal, dreamy aesthetic. Also created in game assets like the shop and loading screens. Worked directly with the Art Director and Producer to help determine the final game style

### 2014 • Freelance • Dubai UAE

Client: Lufthansa Airlines

Selected as 1 of 7 illustrators from all over the world to create a selection of illustrations documenting the uniqueness of our home country

Client: Tinkah Foundry Studios

Created a 12x18 foot print mural for a children's nursery, depicting a traditional Arabic school yard scene

Clients: She Moves Activewear & RocketZone Marketing

Loyal clients since 2008. Keeping abreast with design trends across the globe and creating trend-appropriate branding for the companies

### 2012-2013 • Illustrator

Feeding Brains Books • Riyadh KSA

Books: Sara & Hala, The Amazing Adventures of Eco Boy Volume 2 & 3

Created three, 25 page fully-illustrated children's books. Available in ebook format and print editions

### 2010-2012 • Concept Artist

Dhruva Interactive • Bangalore INDIA

Game: **SPOOKY TREATS & UNTITLED GAME**

Responsible for art direction, character and environment design for two iDevice games. Free to explore my own creative ideas and aesthetics to conceptualize the look and feel of the games whilst still maintaining the studio's artistic vision

### 2009-2010 • Illustrator & 3D Artist

3 Cube Design Studio • Dubai UAE

Clients: Mars Chocolates Inc, Anchor Milk & Cheeses, Philip Morris, Du Telecommunications & Nat Geo ME

Fashioned many advertising campaigns for major

international brands and worked directly with creative brand directors to ensure all projects are created in a timely manner whilst maintaining brand integrity

### 2007-2008 • Environment Artist

ArenaNet (NC Soft) • Seattle USA

Game: **GUILD WARS 2**

Modelled, painted and textured 3D props for the various game worlds and levels

## REFERENCES

### DANIEL DOCIU • Chief Art Director

Guild Wars 2 • ArenaNet NCsoft America

Daniel@Arena.net

### CHRIS POWELL • Producer & Art Director

Afterland • Imaginary Games

Chris@Imaginarygames.ca

### PRASHANTH MANJUNATH • Producer

Spooky Treats & Untitled • Dhruva Interactive

Prashanth.Manjunath@Gamentantra.com

### RAKKAN M TRABLUSI • Founder & Publisher

Adventures of Eco Boy • Feeding Brains Books

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## GET IN TOUCH

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## PORTFOLIO

Find my art at:

**BubbleRockets.com**

## A LITTLE ABOUT ME

“ I draw cute stuff yo!

Born and bred in Dubai

Skills established in the US of A

Residing in rainy Vancouver



## EDUCATION

BFA in Animation & Illustration

San José State University

California USA, May 2007

Apprenticeship, Imaginism Studios

Toronto Canada, October 2012

## SKILLS

Photoshop, Illustrator, Maya,

Traditional Drawing & Painting

