



B ROSASCHI

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PROFESSIONAL SUMMARY

- Works well under pressure and able to meet strict deadlines; adept at organizing tasks and assignments.
- Management experience leading a small team of artists; successfully inspired and encouraged artists through professional critique and hands-on instruction.
- Experience adhering to a predefined style-set and matching the art style of fellow artists on a team while also highly skilled at creating a strong, independent art style and working independently as a solo artist.

SOFTWARE



Photoshop



Flash



Illustrator



Spine



Spitter

WORK EXPERIENCE

01/17 - Current Freelance Artist

06/14 - 01/17 Lead Artist Temple Gates Games (San Mateo, CA)

- All in-game art assets including characters, enemies, 2D effects, UI, and backgrounds for Loot Piñata, Galaxia, and Electric Dinofest.

05/13 - 08/14 Pixel Artist (Contract) Flashback Studios (Bristol, UK)

- Designs and animations for Yogscast And The Mystical Dream Tower.

09/12 - 01/14 Senior Graphic Artist Zynga (San Francisco, CA)

- UI assets, character portraits, character designs, and marketing assets for Solstice Arena.

03/10 - 09/12 Senior Graphic Artist A Bit Lucky (San Mateo, CA)

- Low poly models and animations for Lucky Space.
- Isometric pixel art assets for Lucky Train.

02/10 - 05/10 Pixel Artist (Contract) Sifteo (San Francisco, CA)

- In-game assets for Chroma Shuffle and Peano's Vault.

02/10 - 05/10 Pixel Artist Gameloft (New York, NY)

- All in-game assets for RadioHitZ: Guess That Song.
- Lead artist on Where In The World Is Carmen Sandiego (Mobile).

Various

Pixel Artist (Contract) Wayforward (Valencia, CA)

- Additional art for Hotel Transylvania (DS), Happy Feet (3DS), Contra 4 (DS), X-Men: The Official Movie Game (GBA), Sigma Star Saga (GBA).