

# Jeff Himmelman

## Artist/Designer

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### Summary

Concept artist, illustrator, UI/UX designer and Art Director who has worked in various fields, including children's publishing, MMO concept art, mobile app design and mobile games. Looking to apply experience to a new team.

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### Skills

Highly proficient in Photoshop, Illustrator, Flash and all other Adobe products. Working knowledge of Maya and Zbrush.

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### Experience

#### Art Director

Weeby.co

2011 - Present (4 years)

Mountain View, CA

First artist at a mobile games studio. Joined pre-series A, helped raise a \$12 million round by creating demos and flying around the world to meet with investors and advisors.

- Hired an art team from the ground up. Created a training and review process to ensure consistently high quality assets.
- Established an art pipeline custom tailored to our needs. Collaborated to create Illustrator scripts, symbol-based UI templates, and a tool that allows artists to edit their own UI directly in the game.
- Produced dozens of games, including a #1 game in Korea.
- Organized major events, including the Cardinal Game Jam in association with Stanford, Machine Zone, Zynga, Tango and others. It was a great opportunity to get developers using our tech. Grand prize was 40k guaranteed installs for the winning game from Machine Zone. The event was covered in Forbes, Stanford Daily and others.

#### Concept Artist

Warner Brothers Games (Turbine)

2011

Needham, MA

Created concepts for Lord of the Rings Online and Dungeons and Dragons Online.

- Worked closely with the creative team to iterate quickly and effectively on character design, architecture, armor, and a range of other concepts.
- Offered a full time position at end of contract.

## Freelance Illustrator

2006-Present

Self-employed

Worked as an illustrator, concept artist and designer creating art for books and games. Clients include Wizards of the Coast, Fantasy Flight, Rio Grande Games (Dominion), and AEG.

- Traveled across the US showing and selling artwork at conventions and speaking at panels.
- Founded an illustration podcast with thousands of listeners all over the world
- Illustrated a childrens' book for Abrams Books which recently received an "Award Citation for Young Readers" from the Colonial Dames of America.
- Received 'Jurors Choice' award from Jon Schindehette, Art Director for Dungeons & Dragons

Full illustration gallery can be found at [jhimmelman.carbonmade.com](http://jhimmelman.carbonmade.com)

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## Education

**School of Visual Arts, New York, NY**

Class of 2006

Bachelor of Fine Arts

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## Projects

**Designer: HelloWorld**

2009-2011

HelloWorld was an app done at YC Hacks with Ernestine Fu, Michael Carter, Max Goodman, David Li and Paul Tsui. It's a fun, simple photo sharing app that let's the user's friends know when they're nearby. The app was trending on the front page of TechCrunch the day it was released, and was subsequently covered in Stanford Daily, and Business Insider. It was acquired by Life360 in less than two months in a seven figure deal.

<http://techcrunch.com/2014/08/03/hello-world-2/>

<http://www.businessinsider.com/ernestine-fu-helloworld-acquired-by-life360-2014-10>

**Illustrator/Game Designer: Kingdom of Nothing**

2011 & 2013

Personal Project: Tabletop RPG

Wrote, illustrated and playtested an indie tabletop RPG. Worked with Galileo Games to get it published. Was in the top 100 best selling RPGs in retail stores for the year it was released, in addition to being nominated for an Ennie award. In 2013, worked with the publisher and multiple authors to release a short fiction anthology based on the game's setting. Tied the release to a fundraiser that donates all proceeds to City Harvest, an NYC based charity.