

Kory Cromie

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Skills: 3D Studio Max, Zbrush, Adobe Photoshop, Adobe Illustrator, Marmoset, Topogun,

WORK EXPERIENCE

Big Blue Bubble- Intermediate Artist

February 2014 to present

- Creating Concept Art for Game Environments and Characters.
- Developing in Game Art of Props, Levels, and Interfaces with 3D Studio Max and Photoshop.
- Modeling and rigging 3D Characters.

Grenade Games-Freelance Concept Artist

October 2016 to June 2017

- Made Concept Art for Characters, Environments, and Props for a unannounced PC Game.

VAST Studios-2D Artist

December 2012 to December 2013

- Created matte paintings for in Game Environments with Adobe Photoshop.
- Developed art work for interactive assets, including puzzles, and the user interfaces for 3 entire games.

“The SPRAWL” short film-Digital Illustrator/Concept Artist

March 2012 to July 2012

- Developed 120 full color storyboard illustrations.
- Created concept art for environments, vehicles and props, as well as characters and creatures.

Freelance Illustrator

April 2011 to February 2012

- Created a variety of commissioned digital illustrations.

Qantus Game Mod-Environmental Artist

January 2010-April 2010

- Modeled, textured, and imported 3D art assets into the Unreal game engine.

PUBLICATION

ImagineFX Fantasy and Sci-Fi Digital Art magazine

- Two illustrations published in the February 2012 issue.

EDUCATION

Seneca College of Applied Arts and Technology- Advanced Diploma Animation Art, Game Art and Animation
(2008-2011)