

Jeff Solway

Art Director, Illustrator, Character Designer, Cartoonist

Vancouver BC, Canada

(604) 465-2788

jsolwayart@gmail.com

//jeffsolway.carbonmade.com

EXPERIENCE

Genesis Gaming, Vancouver — *Senior Artist*

SEPT 2014 - PRESENT

Design art for Mobile and Desktop slot games. Develop Game Concepts, Art Direction, Illustrations and plan Animation and Effects.

Little Hero Games, Vancouver — *Art Director*

JAN 2012 - DEC 2012

Co-founder & Art Director for new mobile game Harvest Lands
Responsible for UI, Concept art: character, props and environments and final art.

Jet Black Games, Vancouver — *Art Director*

JUNE 2008 - JULY 2010

Art Director for a number of Wii and DS Nintendo games.

Radical Entertainment, Vancouver — *Character Modeler*

FEB 1998 - FEB 2008

At Radical I worked Primarily as a UI, Texture and Character Modeler

EDUCATION

Sheridan College, Oakville — *3D Graphics Certificate*

SEPT 1996 - APRIL 1997

Sheridan College, Brampton — *Illustration Diploma*

SEPT 1984 - APRIL 1988

Sheridan College, Oakville — *Art Fundamentals Certificate*

SEPT 1983 - APRIL 1984

SKILLS

Art Direction, Illustration,
Concept Art, Cartooning

SOFTWARE

Photoshop, Maya, Zbrush,
Sketchbook Pro, Clip Studio
Paint

LANGUAGES

English

