



BARRET THOMSON ART DIRECTOR

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EXPERIENCE

CONCEPT ARTIST, WETA WORKSHOP - Jan. 2018 - Present / NZ, USA
Concept design and consultation for projects focusing on location based experiences with a strong focus on narrative, interactivity, and user experience.
/ wetaworkshop.com /

ART DIRECTOR, DEEP SKY STUDIOS - Nov. 2016 - Present / USA
Working closely with Giant Astronaut (VR/AR/360) we specialize in design and animation for ad agencies; creating concept art, style frames, and storyboards for high-profile projects.
/ deepskystudios.com // giantastronaut.com /

ARTIST, THE GOODLANDS - June 2015 - Present / Colombia
The Goodlands is a project experimenting with sequential art and digital media. As the co-creator, I focus on story, design, pacing, and editing. It is published online as a graphic novel with ongoing updates.
/ thegoodlandscomic.com /

ILLUSTRATOR, GAMESLAB - Jan. 2013 - May 2015 / Australia
Creating iconic illustrations ranging in styles and subject matter for mobile games and slots. The production team required high quality art assets, orthos, textures, and animated key frames.
/ gameslab.biz /

WORK EXPERIENCE, WETA WORKSHOP - Sept. 2013 / New Zealand
Based in the Design Studio where I learned the inner workings of a huge production house. I worked with artists to pitch ideas, illustrate key scenes, and finish production responsibilities for major Hollywood movies. / wetaworkshop.com /

SENIOR ARTIST, GLOBAL GAMING GROUP - Dec. 2006 - May 2010
Delivering high quality illustrations with a strong emphasis on iconic characters, and eye-catching typography. / glogame.com /

BETTERMENT

SCHOOLISM LIVE WORKSHOP - Sept. 2017 / Portland
Learning work-flows and techniques from industry professionals. Paul Topolos (Pixar), Mike Lee & Michael Daley (Blue Sky), and Terry Whitlatch (Lucas Film).

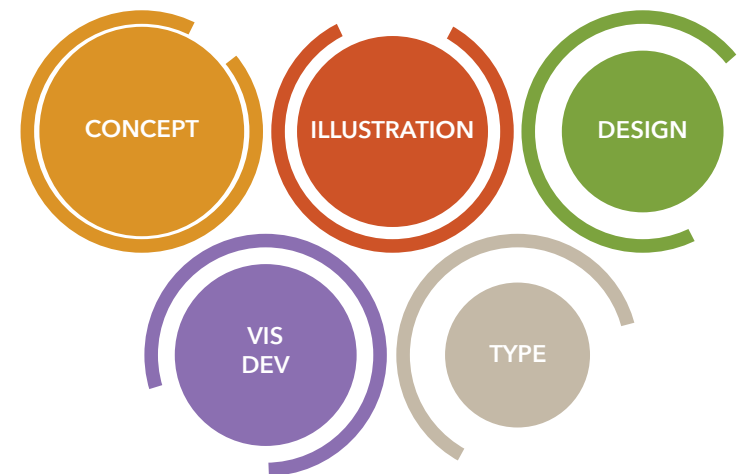
CONCEPT DESIGN WORKSHOP - Sept. 2012 / New Zealand
One week workshop with professionals in the entertainment industry: Greg Broadmore, Ben Mauro, Aaron Beck and Robh Ruppel.

WHITE CLOUD WORLDS WORKSHOP - April 2012 / New Zealand
Digital Illustration Master Class with Paul Tobin and Ben Wootten.

UNIVERSITY OF NEVADA LAS VEGAS - 2001-2006
Bachelor of Fine Arts - Drawing and Painting
Group Shows - Extra.Ordinary: CAC Gallery, Las Vegas
Awards - Summa Cum Laude with Honors & The National Dean's List.

MASSIVE BLACK'S CONCEPT ART WORKSHOPS - 2005, 2006 / SF
Attended lectures from top professionals in the game and film industry.

SKILLS



PERSONA*

*Based on photographic voodoo



SOFTWARE

