JOHN ALMAZAN

Senior Designer
thejohnalmazan@gmail.com
www.johnalmazan.com

Profile

Versatile designer with mobile, web, and various game platform development experience. Robust digital art and technical art background with strong communication skills. Solid understanding of user interaction, optimization, and creating immersive experiences. Strong passion for creative expression, design, and innovation.

Skills & Expertise

Product Design, Art Direction, Project Management, Hard Surface Modeling, Environment Art, VFX, Animation, Lighting, Visual Design, Rapid Prototyping, UI, UX, Motion Graphics, Logo Design, Concept Design, Graphic Design, HTML5, Java Script, CSS, Python, Leadership and Training

Engines/Systems

- UDK, UNITY, iOS and Android
- Console SDK: PSP, PS3, PS4, PSVITA

Prototyping/Digital Content Creation Tools

- Adobe CC: Photoshop, Illustrator, After Effects, Flash, Edge Animate, InDesign, Premier.
- Maya, 3DS Max, ZBrush, CINEMA 4D, Substance, Marvelous Designer, Marmoset
- Sketch, InVision, XD

Education

Art Institute of San Francisco
Bachelor of Arts, Game Art and Design
2002-2005

Experience

Senior Artist / Art Outsource Manager
Zynga
January 2017 – Present | San Francisco

Design and develop content for iOS and Android Mobile Platforms in Unity
- Develop and manage art outsourcing pipeline
- Provide art direction and feedback for internal and external artists
- Create initial look development concepts, storyboards, and style guides
- Create high and low poly 3D for in-game environments and props
- Create 2D assets from 3D renders for UI/UX

- Create and demonstrate efficient art workflows for content creation
- VFX, Animation, and engine integration
- Train internal and external artists on best practices

Senior Technical Artist / Product Designer
Sony Interactive Entertainment
June 2015 – January 2017 | San Mateo

Design and develop content for PS4, Web, and Mobile Platforms
- Create 3D/2D assets and animations for Static and Dynamic Themes
- Prototype VR experiences in Unity
- Creation of engaging HTML5 animated banners
- Design UI/UX and front-end programming for PlayStation iOS and Android Event App
- Create Wireframes and Prototypes in InVision
- Manage internal and external artists and developers

Visual Designer
Sony Computer Entertainment America
October 2014 – June2015 | San Mateo

Utilize gamer-centric design to create intuitive, innovative, and fun visuals and experiences for the development of 1st Party applications and new digital content for PlayStation platforms
- Look development, concept, and execution of themes and applications
- Communicate design concepts to cross-functional teams
- Manage external development teams and collaborate with 1st Party marketing, product managers, partners, and engineers
- Create and iterate on assets that reflect brand, cohesive visual language, and fun to apps

Environment Artist
Sony Computer Entertainment America
September 2008 – October 2014 | San Mateo

Conceptualize and create environments based on written design descriptions and concept art during initial prototyping, pre-production, and production.
- Level Design, Audio Design, and creation of 3D and 2D art assets for environments
- Resolve a range of complex artistic development issues for both artists as well as other team members and provide feedback and training.
- Create Python scripts in Maya to assist artists in level blocking.
- Consolidate art, lighting, and gameplay elements from other artists into a visually unified environment.
- Manage workflow within the art pipeline, with minute attention to naming conventions, directory structures, and other processes.
- Collaborate with marketing, product managers, partners, and engineers