

Mitchell Creeden

Game Design

Mitchell Creeden

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<https://www.mitchellgamedesign.com/>

Skills

Adobe Suite (Photoshop, Illustrator etc.)

Unity/Unreal

3D modeling and texturing (Blender, Maya, ZBrush etc.)

Microsoft Suite

Programming in GML and C#

Management

UI/UX Design

Experience

Colossal Cave 3D / Environment Artist and Lead UI Artist

FEBRUARY 2022 - SEPTEMBER 2023

Worked on Colossal Cave 3D Adventure with Roberta and Ken Williams reimagining the classic text based adventure game into VR and across other platforms. Designing levels, environment, and props in Blender to texturing, lighting and implementation into Unity. Worked on the UI and created a better user experience and visual cohesion for the game's style.

Dead Beat Gamer Studios / Creative Director

NOVEMBER 2021 - FEBRUARY 2023

Responsible for crafting various design elements such as backgrounds, UI/UX, sprite animations, 2D rigging, and animated cutscenes to create unique and cohesive gaming experiences.

Supersonic Studios LTD / Creative Director

OCTOBER 2022 - FEBRUARY 2023

Worked on creating themed environment designs with a combination of voxel structures and lowpoly models. In addition to environment design, unique UI assets were created and implemented into the game to match the app's pre-existing style.

Project Odin / Creative Director

NOVEMBER 2020 - MARCH 2022

Created design documents, branding, and gameplay mechanics to make a unique NFT video game from the ground up. Worked hand in hand with the company's NFT designs to create an entire functional world on the blockchain.

Grim Panda LLC / Art Director

SEPTEMBER 2020 - AUGUST 2021

Worked as a lead art director for a mobile game company creating storyboards, concepts, animations, UI/UX, and designs for high profile clients such as Rovio, Activision, and King. Created playable mini games working within the parameters needed to satisfy their brand while simultaneously managing and overseeing a team to provide this content to the clients.

Whats Good Gaming / Level Designer

JULY 2020 - SEPTEMBER 2020

Responsible for game and level design, creating functional, realistic environments for Zeroed, a flight simulation game.

Sky Horse Publishing / Art Director

APRIL 2018 - FEBRUARY 2019

Partnered with Hollan Publishing and Sky Horse Publishing to create over 1,200 3D rendered images for a children's minecraft graphic novel.

Education

San Francisco Art Institute / BFA in Painting

AUGUST 2014 - MAY 2016, SAN FRANCISCO CA

SFAI cultivated a love for film and animation which led to my interest in game design. Immersed in this prestigious school, with notable teachers and alumni including Kathryn Bigelow, Jerry Garcia, and Christopher Coppola, I grew to incorporate my artwork into the digital realm. Conveying storytelling through my art laid a foundation in this interest.

Kazone Art Academy

JUNE 2012 - AUGUST 2012, IRVINE CA

Focusing on skills for game design and entertainment based media, furthering fundamentals of speed, perspective and accuracy geared towards background, design, storyboards and concept art studying under working industry artists.

Saddleback College

SEPTEMBER 2008 - JUNE 2012, MISSION VIEJO CA

Developing skills and basics in figure drawing, design, and perspective.

Awards

SFAI Scholarship 2014-2016

Dean's Scholarship 2015-2016