



Elliott Johnson Lilly

430 Buckignham Road, Apt. 2013

Richardson, TX 75081

Eliottlilly@gmail.com

(P) 917.224.1333

DESIRED POSITION

Freelance Concept/2D artist for the entertainment industry

ONLINE PORTFOLIO

[HTTP://WWW.ELIOTTLILLYART.COM](http://www.eliottlillyart.com)

BLOG

[HTTP://WWW.ELIOTTLILLYART.BLOGSPOT.COM](http://www.eliottlillyart.blogspot.com)

EMPLOYMENT

2013 - Present

Full-time freelancer for video game and movie industry

2010-2013

id Software Concept Artist on upcoming and unannounced DOOM title

Was responsible for defining and establishing the visual look and feel of the game

Successfully expanded upon and redefined the art style that is unique to the franchise

Concepted everything from weapons and environments, to creatures, vehicles and more

id Software Concept Artist on RAGE DLC working under Seneca Menard

Designed environments, props, weapons, vehicles and load screens

id Software Concept Artist on RAGE working under Stephan Martinere

Created environmental "mood" concepts including color and lighting studies

Concepted props assets and all of the in-game load screens

2006-2010

Day 1 Studios Senior Concept Artist

Responsible for establishing the visual look and feel of F.E.A.R.3

Also concepted characters/weapons/vehicles and misc. assets for in game use.

Mentored and assigned tasks to Jr artists, while managing and reviewing outsourced assets

SKILLS

Roots in traditional drawing and painting

Proficient knowledge of Adobe Photoshop and Illustrator CS5.

Working knowledge of 3Ds, Max, ZBrush and Google Sketchup

Ability to meet deadlines and see a project to completion

Ability to respond to critical feedback and works well with other collaborative minds

EDUCATION

2005-2006

MFA Illustration As Visual Essay, School of Visual Arts (SVA), New York, NY

2000-2004

BFA in Illustration, School of Visual Arts (SVA), New York, NY

RELEVANT ACHIEVEMENTS

2005-2006

Personally trained by Donato Giancola to develop graduate thesis and further my creative talents as concept artist

2004

Silas H. Rhodes Scholarship (full two year tuition to graduate program at SVA)

2003

Future Legend Award from Barnes Historical Society

2000

Silas H. Rhodes Scholarship (full four year tuition to SVA)