

AUGIE PAGAN

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SUMMARY OF QUALIFICATIONS

- Strong traditional art background, as well as a strong foundation in design, illustration, drawing and painting.
- Experienced in PhotoshopCS2, Painter, Maya 6.0, Flash, Z Brush

WORK HISTORY

November 1998 to 2007 *Environment texture artist, concept artist, background artist, Suckerpunch productions: Bellevue, WA.*

- Hired on to help in the creation of two new intellectual properties for the Nintendo 64 and Playstation video game platforms. This led to the completion of four titles that were subsequently shipped. One being “Rocket Robot on Wheels” for the N64 and the other three being the Sly Cooper games for the Sony, PS2.
- Responsibilities included coming up with new styles for environments as well as creating environment textures and color palettes for various levels. Concept art for levels and characters were also generated.
- Low-level modeling in Maya was also required as well as lighting in various levels.
- Also colored backgrounds for 2D, in game, cut scenes.

July 1992 - Nov 1998 *Senior background artist, Humongous Ent. Woodenville, WA*

- Early work consisted of everything from 2D animation, concept art, character design, storyboards, and backgrounds. Worked on a various PC children’s titles including Putt-Putt, Fatty Bear, Freddi Fish, Spy Fox and Pajama Sam.
- A focus in backgrounds was later taken in the form of senior background artist. This consisted of coming up with the look of the Freddi Fish environments, and also contributing to the looks of the Pajama Sam, and Putt-Putt titles.

- Background responsibilities included drawing layouts for the background team, coloring layouts traditionally, as well as on the computer, and also training artists in the style of the games.

Clients

-Nintendo Power Magazine

-Warp Graphics

-Lightsource studios

-Doodlebug Online

-Sabertooth Games

-Riot Games

-Xeko Games

EDUCATION

1990 - 1991	<i>Art Institute of Seattle – Associate of Arts Degree</i>
2/2005, 5/1995	<i>Week long intensive figure drawing workshops with Henry Stinson.</i>
5/1991 - 7/1991	<i>Attended comic book/storytelling workshops with Dev Madan.</i>
1/2005	<i>Week long sculpting and character design class with Jordy Schell.</i>

REFERENCES

Frank Cirocco, Creative Director
Lightsource Studios
2042 Casa Mia Dr
San Jose, Ca 95124
ph: 408.879-1600
fax: 408.879-0530

Alex Soto, Producer

Cartoon Network
300 N. 3rd st.
Burbank, CA. 91502
ph: 9091.560-3378

Dev Madan, Art Director

Loose Cannon Studios
150 Lake Street South Suit 206
Kirkland, WA 98033
ph: 206-915-0951
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