

# Seth Henderson

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## Experience

### **ART DIRECTOR, SGN; SAN FRANCISCO, CA – JUNE 2013 - PRESENT**

Working under the President and VP of Game Development, I direct internal and external teams of artists in the creation of all art for new and existing mobile game titles.

### **VISUAL DEVELOPMENT ARTIST, CONTRACT; SAN FRANCISCO, CA – JULY 2012- AUGUST 2013**

Provide preproduction artwork for animated film and game companies. Clients include: *Concept Art House, Illumina Studios, Image Metrics, Pocket Gems, BTS Film LLC etc.*

### **CHARACTER DESIGNER/ ART DIRECTOR, BTS FILM LLC; ITALY/NEW YORK – SEPT 2009 - AUG 2012**

Designed characters, Art Directed 3D team in Italy visually with model/texture packets and paint-overs. Also created many storyboards and consulted the director.

### **LEAD ART DIRECTOR, CONCEPT ART HOUSE; SAN FRANCISCO, CA - MARCH 2011-JULY 2012**

Worked directly under CEO. Responsible for quality of final product in all departments (2D, 3D, Flash) and managing all Art Directors. Establish a project-specific pipeline/ approval process for each client in connection with the project managers. Hired, trained, and problem solved red flags with my art direction and production teams.

### **ART DIRECTOR, CONCEPT ART HOUSE; SAN FRANCISCO, CA - OCT 2009 - MARCH 2011**

Oversaw production team to maintain project quality. Daily interaction with clients, pushing assets to final approval.

### **ARTIST, FREELANCE; SAN FRANCISCO, CA - MARCH 2007-OCT 2009**

Completed various artistic contracts including character design, storyboarding, and children's book illustration. Clients Include: *Polygon Entertainment, Concept Art House, etc.*

### **ART DIRECTOR, EXPRESSION COLLEGE; 2006-2007**

Organized a team of students and negotiated school funding to create preproduction materials for an animated short film. Responsible for Art Direction, and heading story meetings. Tasks included art direction, storyboarding, and character design

### **INTERN, PIXAR; EMERYVILLE, CA - JAN 2006 - MARCH 2006**

Organized and sorted all preproduction artwork for Pixar's movie Cars

## Education

Animation Collaborative; Emeryville, CA – Visual Development 2013

Expressions College, Emeryville, CA - BS, Animation and Visual Effects 2004-2007

Lincoln University, Jefferson City, MO - BS, Studio Art 1998-2001

## **Software Proficiency**

Adobe Photoshop CS6, Corel Painter 12, Sketchbook Pro, Autodesk Maya, iWork, Microsoft Office, Jira, Basecamp, and Trello