

JOHN PARKER

Digital Artist

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johnparkerconcepts.com

RELEVANT SKILLS

Art:
Traditional pencil/ink illustrations and concept art, story boards, character development, storytelling, songwriter and composer

Tools:
Photoshop, 3DS Max, Mudbox, Sketchbook Pro, Crazy Bump, Adobe Audition
Also familiar with UDK, Unity, Flash, C# / Mono-develop

GAMES

- *Kayak Adventures*. Mississippi River Challenge, designed for console, web player and PC May 2013
 - Designed character concept
 - Modeled and textured main character, kayak and paddle
 - Animated the main character: rowing, bouncing, surprise
 - Created in-game 2D assets, promotional poster and jewel-case box-cover art
- *The Fast and the Froggiest*. designed for console, web player, iPhone/Android and PC June 2013
 - Created the game concept and preproduction document
 - Drew, modeled and textured bugs, vehicles, buildings, power-ups and prop-models
 - Animated bug flight cycle
 - Created all in-game 2D assets
 - Created promotional poster

EDUCATION

Brown College – Mendota Heights MN May 2014
Bachelor of Science: Game Design & Development

EMPLOYMENT

Nordstrom at the Mall of America – Bloomington MN 2000 – Present
Shipping & Receiving

- Unload & deliver product to appropriate departments
- Prep & mail various customer packages

EXHIBITS AND AWARDS

- People’s Choice and Professional Award Kayak Adventures May 2013
- People’s Choice award for The Fast and The Froggiest June 2013
- Service Learning “Veteran’s Memorial for the Library of Congress” 2011
- Service Learning “Feed My Starving Children” 2012

ACTIVITIES / INTERESTS

Studio Musician – Funky Town, St. Paul MN, and MPR Studios, St. Paul MN 1990-1996
Writer – Fantasy & Sci-Fi ongoing
Artist – Avid creator of art utilizing pencil & digital mediums ongoing
Amateur Volunteer Actor – Burnsville Performing Arts Center, Burnsville MN 2005-2012