



Tom Ebner

Game Development Artist

tomebner81@gmail.com

Education

Minneapolis College of Art and Design, Minneapolis MN
Bachelors Degree in Animation, minor in Illustration 2001 - 2004

GNOMON School of Visual Effects, Los Angeles CA
Digital Painting, 3D Modeling 2009 - 2010

Experience

Squid Games / Art Director

Remote
May 2022 - Current

Art Director - Leading a team of artists on the indy title "**Jellyvale a Match Tale**". Creating concept art, style guides, animatics, effect direction, character design, props, and pipeline maintenance. This role also includes some levels of game design and creative direction.

Jam City / Art Director, Lead Artist

Culver City California
2014 - March 2022

Art Lead - Lead artist for mobile game "**Project Eden**" (James Cameron's Avatar)
Directed, managed, scheduled, and mentored multiple concept artists. Set up style guides and set the bar for visual concept and development. Worked closely with 3D, design, and animation.

Art Director - Lead artist for mobile game "**Genies and Gems**".
Directed, managed, scheduled, and mentored multiple artists. Set up style guides for visual targets, character development, animation, and game design. Worked closely with stakeholders, design and marketing.

Senior Artist - Created detailed concept drawings, assets, color comps and style guides for multiple games such as "**Book of Life Sugar Smash**", "**Juice Jam**", "**Paint Monsters**", and "**Safari Smash**".

Kung Fu Factory / Senior Artist

Los Angeles California
June 2014 - Sept 2014

Created detailed concept drawings, assets, color comps and style guides for mobile game "**Card King Dragon Wars**".

Visual development and concept art for mobile projects and pitches. (**Green Arrow, Adventure Time, King of the Hill.**)

Collision Studios / Lead Artist

Santa Monica California
May 2014 - Jun 2014

Created detailed concept drawings, assets, UI, and illustrations for multiple mobile game pitches. Lead and mentored a small team of artists.
Worked closely with the Art Director to maintain style consistency within the art team.

Nickelodeon Games / Senior Artist

Glendale California
Sept 2007 - March 2014

Partner with stakeholders and executives to define project goals and determine the artistic vision.

Created guides to propagate that vision to the art team and ensure consistency.

Visual development, illustration, animation, and concept designs for various web based titles. (**Neopets, PetPet Park, Tales of Neopia**)

Freelance

CROOZ

Key illustration art for mobile content on the game "**Knights of Avalon**"

Axis Animation

Created 2D creature turn arounds for game title "**Blue Harvest Supernova**"

Section Studios

Created key illustration art for the game "**Fable Fortune**"

Hunter Fox

Created multiple key illustrations for the table top game "**Pasts, Personas, and Prophecies**"

Fox Mobile

Created animation assets for mobile stickers featuring "**The Simpsons**"