GRANT ROBERTS – ART DIRECTOR OF GAMING

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ABOUT ME

I am an Art Director with a Gaming focus and over a decade of industry experience. I am highly skilled in both in-house and outsource team management, and have had the pleasure of directing everything from massive, multi-million dollar outsourced art lifts to small, in-house indie teams over the course of my career.

SKILL SNAPSHOT

- Extremely familiar with both 2D and 3D workflows for all styles and asset types
- Skilled at pipeline design and optimization
- Experienced mentor with a talent for bringing out the best in juniors and mid-level artists
- Traditionally trained with a strong artistic foundation, capable of both executing and directing everything from traditional gouache concepts to Ethical AI-enabled workflows
- Passionate about good team management, I aim to listen and understand first so that I can find the best way to support and enable my team to shine

EXPERIENCE

Art Director, Gaming at Pixel Vault   July 2022 – Dec 2024
- Shipped 3 complete games, one original and two remakes, and directed 2 other currently unannounced titles
- Provided artistic direction work for an in-universe web novel, two animated shorts, and a series of world-building characters and assets
- Developed a fully unique rigging and animation system in collaboration with Titmouse Studios for *BattlePlan*, allowing for fully generative, true-2D characters in game
- Ran multiple six and seven-figure art lifts across various teams and outsource, often concurrently
- Managed timelines, asset storage and implementation, and budget, always coming in under budget and under timeline
- Developed scripting programs to automate creation of different borders and formats of assets
- Provided guidance on creative project quotes, including proposing pipeline changes to lower budget or time-frame projections

Art Director at Webaverse   March 2020 – May 2022
- Created and maintained an 'Art Bible' for in-house and outsource art teams
- Directed 3D assets and animations with strict optimization requirements for direct, in-browser gameplay

- Personally created a wide range of key concepts, including the core cast of characters and a number of main environments and biomes
- Researched, developed, and implemented new Ethical AI-based workflows for faster iteration and visual development
- Directed and oversaw the asset creation for a genesis pass drop that achieved over 4,000 ETH in total volume over a 2-week time period
- Created unique pipelines to suit a proprietary, in-development game engine

Director at Art Work House   Oct 2019 – Present

The Art Work House is a personal, non-profit passion project aimed at providing amateur artists the resources, community, and support needed to make the jump to industry work.

- Hosted notable artists throughout the industry to give workshops and talks, recorded and put on the Sessions at the Art Work House podcast on Spotify, as well as monthly art challenges and study sessions
- Designed a number of teaching resources aimed at beginner through intermediate artists, as well as community challenges and job boards for more advanced artists, all offered completely for free
- I still run and work on this community in my free time, organizing events with the help of an amazing team of volunteer mods, ambassadors, and art helpers, without whom it would be totally impossible to maintain

Lead Artist at The Airline Project: Next Gen   Feb 2018 – Mar 2020

- Flexed out of my 'comfort zone' to fill various roles as needed, including both 2D and 3D asset creation
- Developed numerous custom workflows to tackle complex projects in a streamlined and consistent manner
- Worked closely with the dev team to harmonize the art assets and the gameplay loop
- Helped to plan and execute a marketing strategy, complete with assets for use on social medias, blogs, and fundraising sites
- Oversaw UI creation and implementation, including designing a UI kit

Illustrator, Concept Artist, Consultant at Grant Roberts Art   Mar 2014– Feb 2018

- Learned and developed skills from every corner of the visual field, including UI/UX design, graphic design, 2D and 3D concepting, illustration, 2D and 3D animation, digital sculpting, asset creation, web development, technical art, art direction, and countless other disciplines
- Gained a deep understanding of organization, version control, time management, clear and concise communication, and marketing
- Consistently met and solved challenges presented by tight deadlines, tricky technical or budget requirements, and evolving project goals