



CHRIS "SATYR" READY
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PORTFOLIO LINKS AND CONCEPT SAMPLES

<http://www.satyrsartlair.com/>

<https://www.artstation.com/chrissatyrready>

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CONCEPT ARTIST - EFFECTS ARTIST - ILLUSTRATOR



OBJECTIVE

I'm a highly creative concept artist who has enjoyed the fun, challenge and diversity of working in the video-game design industry. I love what I do and am looking for the opportunity to lend my skills and grow as a concept artist, effects artist or 2d illustrator within your company.

PROFESSIONAL EXPERIENCE

Simutronics Corp.- Concept Artist, Particle Effects Artist, 3D modeler, Animator

<https://www.simutronics.com/>

Maryland Hts, MO 08/10 – present

- Published Games – Galahad 3093, Siege: WW2, Siege: Titan Wars, Dragons of Elanthia, Lara Croft: Relic Run, Dragon Realms, Gemstone, One Epic Knight, Fantasy University, Tiny Heroes

Freelance Illustrator

- Columbus, OH and St. Louis, MO 10/94 – 08/10
- Whitewolf Publishing/ Blizzard Entertainment- World Of Warcraft Rpg Books: Lands Of Mystery, Horde Players Handbook, Alliance Players Handbook, Dark Factions
- Whitewolf Publishing – Exalted Rpg: Lunars And Black Treatise/White Treatise
- Whitewolf Publishing – Vampire The Eternal Struggle Card Game

Sanford Brown College – Art Instructor

- St. Peters Mo 08/06-08/10

QUALIFICATIONS AND ESSENTIAL SKILLS

- Versatile Artist With Strengths In Traditional Freehand Illustration And Conceptual Design
- Ability To Quickly Generate Thumbnails Based On Art Direction, Advancing To More Detailed Color Concepts and Final Illustrations Based On Feedback
- Several Years Experience With Photoshop And 3ds Max
- Familiar Working Within The Unity Game Engine To Create Particle Effects
- 15 years working as a freelance illustrator with over 15 shipped books and products