

Pawel Romasz

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416.278.4122

Skills and Tools

- Advanced knowledge of multiple Art/Design Software: *Adobe Photoshop, Adobe Illustrator, Adobe Flash, Adobe InDesign and QuarkXPress.*
- Advanced knowledge of documentation/project management tools: *Microsoft Office, Open Office, Bugzilla, Basecamp*
- Capable of working on multiple projects and keep documentations up to date.

Experience

Vast Studio,

www.vaststudio.com

Toronto, Ontario

Art Director / 2D Artist / Flash Animator

July 2008 - Present

Cursed Memories: Secrets of Agony Creek (2011)

- Created visual art style for the game and worked with outsourcing 2d art company to make sure the desired style was maintained and met.
- Responsible for milestones, asset list and kept up to date progress reports.
- Managed a team of 8 – 10 full time artists.
- Responsible for clear communication between all departments as well as Game Designers to ensure that the quality and vision of the product was met.
- Responsible for alterations to existing assets based on the game design changes, as well and creation of new assets. Both digital render and image manipulation.
- Responsible for Logo, GUI, HUD and promotional assets creation and alteration.
- Digitally painted background and puzzles based on Game Designer and Programming specifications.
- Worked with BigFish Games producers to help and improve the game based on their feedback.

Shattered Minds: Masquerade (2011)

- Worked closely with outsourcing 2d art company. Communicated concerns and issues regarding art, as well as suggested ways to improve their process.
- Managed a team of 8 – 10 full time artists.
- Communicated with programming and design team to ensure art is made to their specifications.
- Responsible for Logo, GUI, HUD and promotional assets creation and alteration
- Worked with BigFish Games producers to help and improve the game based on their feedback.

Written Legends: Nightmare at Sea (2011)

- Responsible for clear communication between all departments including Game Designers to ensure that the quality and vision of the product was met.
- Provided clear and proper description of the game design and necessary assets based on the GDD for a team of 8-10 full time artists.
- Worked with BigFish Games producers to help and improve the game based on their feedback.
- Responsible for Logo, GUI, HUD and promotional assets creation and alteration.

Lost Chronicles: Fall of Caesar (2011)

- Stayed in constant communication with National Geographic producers.
- Communicated with outsource team to ensure all assets were created and delivered on time.
- Responsible for Logo, GUI, HUD and promotional assets creation and alteration.
- Created storyboards for the intro.

Lost Chronicles: Salem (2010)

- Stayed in constant communication with National Geographic producers.
- Managed a team of 8-10 full time artists. Completed the game assets with tight deadlines.
- Clearly communicated the Art style and design requirements to the art team.
- Created Art Asset list based on the GDD. Ensured milestones were met.
- Responsible for Logo, GUI, HUD and promotional assets creation and alteration.
- Created storyboards for the intro.

Nightfall Mysteries: Asylum Conspiracy (2010)

- Responsible for clear communication between all departments including Game Designers to ensure that the quality and vision of the product was met.
- Created Art asset list and worked on the milestone documents.
- Worked on art asset adjustment. Responsible for art quality consistency.
- Provided clear and proper description of the game design and necessary assets based on the GDD for a team of 6-8 full time artists.
- Responsible for Logo, GUI, HUD and promotional assets creation and alteration.
- Worked on Package Design, box art and Collector's content.

Nightfall Mysteries: Curse of the Opera (2010)

- Responsible for clear communication between all departments including Game Designers to ensure that the quality and vision of the product was met.
- Created Art asset list and worked on the milestone documents.
- Worked on art asset adjustment. Responsible for art quality consistency.
- Provided clear and proper description of the game design and necessary assets based on the GDD for a team of 6-8 full time artists.
- Responsible for Logo, GUI, HUD and promotional assets creation and alteration.

Captain Space Bunny (2010)

- Created games assets from concept to final rendition. Including backgrounds, characters, GUI elements, menu, promotional assets and logo.
- Responsible for a team of 5-7 full time artist.
- Maintained, created and updated Asset lists from start to finish.

3Tones (2009)

- Managed a team of 4-6 full time artists.
- Created backgrounds, concept art, GUI, logo, characters, promotional art and final art.
- Continuously communicated with programming and design team to ensure proper and timely asset creation.
- Responsible for daily and weekly progress reports. Communicating with team and making changes based on feedback.

Aquapolis (2009)

- Managed a team of 4-6 full time artists.
- Created backgrounds, concept art, GUI, logo, characters, promotional art and final art.
- Continuously communicated with programming and design team to ensure proper and timely asset creation.
- Responsible for daily and weekly progress reports. Communicating with team and making changes based on feedback.

Jenguu (2008)

- Created 2D vector art and flash animations for the game.
- Responsible for Logo, GUI, HUD and promotional assets creation
- Worked closely with game designer and programmer to ensure assets were made to their specifications

Fashionista (2008)

- Created 2D vector art and flash animations for the game.
- Responsible for Logo, GUI, HUD and promotional assets creation
- Worked closely with game designer and programmer to ensure assets were made to their specifications

Education

International Academy of Design & Technology

2005 - 2007

Video Game Design – Toronto, Ontario

George Brown College

2001 - 2004

Graphic Design – Toronto, Ontario