

DARRELL CLAUNCH

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Introduction

Natural leadership qualities and a love for film have fused with my artistic ambitions to bring me stylistically to the professional I am today. I have managed dozens of artists across multiple concurrent titles and art styles, utilizing my education in film, storyboarding and scriptwriting to deliver a more cinematic quality to the game play experience. I pride myself on keeping the team on focus, on budget and on deadline.

Lead Artist

- *Go Diego Go! Mega Bloks Build and Rescue!* *Nickelodeon/2K Play*
- *Chuck-E-Cheese's Party Games* *Tommo Games*
- *Amazing Adventures: the Forgotten Ruins* *Popcap Games*
- *Mystery PI: Portrait of a Thief* *Popcap Games*
- *Backyardigans* *Nickelodeon/2K Play*
- *Ni Hao, Kai Lan: Chinese New Year* *Nickelodeon/2K Play*
- *Dora the Explorer: Puppy* *Nickelodeon/2K Play*
- *Doors of Fortune* *Moyo Studios*

Character Design/Sprite Animator

- *Wizards of Waverly Place* *Disney Interactive*
- *Garfield's Fun Fest* *Zoo Games*
- *Go Diego Go: Safari Rescue* *Nickelodeon/2K Play*
- *Dora the Explorer: Saves the Mermaids* *Nickelodeon/2K Play*
- *Sesame Street: Elmo's A to Zoo Adventure* *Warner Bros.*
- *Sesame Street: Cookie's Counting Carnival* *Warner Bros.*

Background Artist /Tile Set Creation

- *Deal or No Deal* *Zoo Games – Wii*
- *Garfield's Fun Fest* *Zoo Games*
- *Little League World Series Baseball '08* *Activision*
- *John Deere Harvest in the Heartlands* *Destineer, Inc.*
- *Zhu Zhu Pets 2: featuring the Wild Bunch* *Activision*
- *Zhu Zhu Pets: Princess* *Activision*
- *4 additional titles* *Nickelodeon and Activision*

UI Artist

- *Little League World Series Baseball '08* *Activision*

Work Experience

- Look! Effects **Digital Compositor** 2011 - Present
 - Compositor of visual effects for television and film using Nuke and AfterEffects.
- Knights End Creative 2004 - Present
 - Character/concept illustration, pixel artwork & animation for various platforms and formats.
 - Film production work via storyboards, cinematography, production assistance.
- Black Lantern Studios **Lead/Senior Artist** 2007 - 2010
 - Promoted to lead artist from entry level within four months of beginning employment.
 - Managed over 16 projects, up to three concurrently with different styles and deadlines.
 - Lead teams of over 20 artists while coordinating with client, tech and dev departments.
 - Created all game mockups, established pipeline, documentation and project estimates.
- KSPR Springfield 33 **Creative Director/Marketing Manager** 2004 - 2006
 - Responsible for all in house commercial/promotional production seen on air.
 - Planned market strategies, promotions and limited partnerships to gain a larger viewership.

Education

Missouri State University

1999-2004

BFA Computer Animation and Mass Media Minor

A focus on storytelling through both traditional and 3D animation techniques was complemented with extensive film production experience as well as life drawing, sculpture and photography.

Technical Skills

- **Platforms/General Productivity:** Windows, Mac OS, all versions. Linux, Microsoft Office, Project, etc.
- **Editing/Audio:** Final Cut Pro, Adobe Premiere, Avid, Soundbooth
- **Animation/Graphics:** Nuke, AfterEffects, Photoshop, Illustrator, Mocha, SynthEyes, Dreamweaver, Lightwave, 3DS Max, Debabalizer, Pro Motion, Nitro, Flash, Sketchbook Pro., Unity, Sketchbook Pro.

Reference

- Matt Darst, H. Hero Productions, (417) 988-0815
- Mickey Stone, Stone Productions, (417) 425-7256
- Gabriel Sanchez, Look Effects 2D supervisor, (323) 469-4230
- Chris Moore, Black Lantern Studios, Senior Art Lead, (417) 770-0089
- Dave Tillery, Springfield 33 KSPR General Manager, (903)-581-5656