

## **Robert James Gallagher**

570.582.9619

bob@bobsartwork.com

<http://bobsartwork.com/index.html>

### **EDUCATION**

#### **Full Sail University**

Bachelor of Science Degree in Game Art  
Course Director Award for Final Portfolio

Winter Park, Florida

2012 Graduate

#### **Luzerne County Community College** Nanticoke, Pennsylvania

Courses Studied: Graphic Design

1998-2000

### **SKILLS**

- Traditionally trained in drawing, painting and sculpting.
- Knowledgeable of color theory.
- Knowledgeable of human anatomy.
- Strong command of digital sculpting programs like ZBrush and Maya.
- Strong command of digital art programs like Photoshop and Painter.
- Able to learn new software packages and tools quickly.
- Has the ability to follow the Industrial Design Process from concept to completion. Research/pre-pro style sheets, ideation, concept development/silhouette design, sculpture, prototype, and package design.
- Knowledgeable of the toy and game industry as well as properties within.
- Knowledgeable of the comic book and movie industry as well as properties within.
- Knowledgeable of 2d and 3d animation.
- Proficient in the video game pipeline. Ability to create high and low polygon models. Knowledge of rigging 3d models, painting weights and blend shapes. Ability to texture and layout Uv's of a model. Knowledge of particle effects, shading and lighting.
- Highly organized and possess strong project management skills.
- Can work independently or in a team environment.

### **EXPERIENCE**

#### **Freelance Artist**

Oct. 2010 to Current

Created 3d sculptures, game tokens, card art, game assets, environment set pieces, concept design, character designs, prototype designs and other artwork for a variety of clients ranging from entertainment studios, game design studios, to a deep-sea diving manufacturer.

## **Robert James Gallagher**

570.582.9619

bob@bobsartwork.com

<http://bobsartwork.com/index.html>

### **Artist/Writer/Project Manager**

Oct. 2001 to Current

*The Inner Circle - Hazleton, Pennsylvania*

Involved in character, creature and environment designs, both artistically and written for fantasy RPG properties including the critically acclaimed Violet Dawn campaign setting. Responsible for the communication and coordination of artists and writers while working on a project.

### **Produce Manager**

Sept. 1995 to Oct. 2010

*Giant Markets - Berwick, Pennsylvania*

Management responsibilities include running a successful sales Department, managing a team of associates, scheduling, quality control, employee training, inventory, sales marketing, customer relations, deliveries and product ordering.

### **SOFTWARE and OS**

- Macintosh OSX
- Windows
- Autodesk Maya
- ZBrush
- Microsoft Office
- Unreal Dev. Kit
- Corel Painter
- Adobe Photoshop
- Adobe Dreamweaver
- Adobe Illustrator
- Adobe After Effects
- Nuke
- Final Cut Pro
- Sketchbook Pro

### **PUBLISHED CREDITS**

Chaosmos - 3D Sculpture artist and Card Art.

*Polymancer #7* - Cover artist

*The Broken Isles* - Interior artist.

*The Last Tomb* - Interior artist.

*Monte Cook Presents: The Year's best D20* - Contributing writer.

*Fantasy Personae: Sages, Spies, and Informants* - Interior artist.

*Hungry Little Monsters* - Interior artist.

*Runebound Midnight* - Card Art.

*Digital Denizens: Challenge Rating Two* - Interior artist.

*Digital Denizens: Challenge Rating One* - Cover Artist and interior artist.

*Legends of Avadnu* - Interior artist, and contributing writer.

*Madness Dwells* - Cover artist and interior art.

*Swords into Plowshares* - Interior artist.

*Denizens of Avadnu* - Interior artist and writer.

*Gaming Frontiers Magazine #2* - Contributing author.