

JOHN GREEN

www.johngreenart.com
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PROFILE

Graphic artist with a focus on 2D environment illustration, character design, and storyboarding. Experienced team player and independent worker who expertly handles tight deadlines. Highly qualified in graphic novel design and production and writing for licensed properties, as well as creating narrative-driven video games.

PROGRAMS

Photoshop, Illustrator, InDesign, Quark, Flash (Macintosh fluent, PC familiar)

WORK EXPERIENCE

Jan 2010-present

Designer and artist, Hatchback Studios

- Concept designer for virtual world interactive narratives
- Character artist and animator for Sony PlayStation Home's 2010 Valentine's Day event "Cupid on Notice"

Nov 2008-present

Background artist for the casual game Puzzle Bots, developed by Wadjet Eye Games

Dec 2008-Nov 2009

Senior Lead Concept Artist and Lead Concept Designer, Working Library

- Designed and conceptualized interactive environments and mini-games for Sony PlayStation Home's "Villain's Lair" Personal Space
- Created narrative for Sony PlayStation Home virtual Halloween 2009 campaign "Undead Yourself"
- Designed and conceptualized interactive environments and mini-games for Sony PlayStation Home's "Beat Lab" and "Tropical Treehouse" Spaces
- Designed virtual world scavenger hunt game for Sony PlayStation Home
- Wrote and illustrated storyboards for promotional video
- Brainstormed new media marketing opportunities

Jan 2009-Jun 2009

Digital background painter for the adventure game What Makes You Tick? 2: A Stitch in Time, developed by Greg MacWilliam

Feb 2009

Character artist for iPhone application Jewish Mother, developed by Gotham Wave Games

Feb 2008-Nov 2008

Hand-illustrated and digitally colored over 40 backgrounds for the adventure game Emerald City Confidential, developed by Wadjet Eye Games and published by PlayFirst in February 2009

Jun 2006-Aug 2006

Character designer and key frame animator for unreleased Flash-based adventure game Nelly the Wonder Dog, developed by Pinhead Games

Nov 2005-present

Creator of all aspects of the adventure game Nearly Departed, from writing to animation to scripting. Demo available at www.johngreenart.com/nearlydeparted

Mar 2001-present

Freelance comic book production:

- Adapted episodes of Disney Channel's Phineas & Ferb cartoon in to a series of graphic novels for Disney Press
- Letterer of graphic novels The Good Neighbors, Knights of the Lunch Table and The Baby-Sitters Club, Scholastic, Inc., NYC
- Designed fonts and executed digital layout and pre-press of multiple graphic novels for First Second, NYC
- Co-creator and illustrator of bi-monthly comic Bemusement Park, Orlando Attractions Magazine
- Writer of comics based on Dreamworks movies Shrek and Madagascar, Titan Publishing, UK

Apr 1998-Sep 2007

Comics Consultant, Disney Adventures Magazine, NYC

- Executed digital layout and pre-press of the comics section, hired and managed freelancers, gave comic seminars both internal and external to Disney Publishing
- Edited and art-corrected comics based on properties ranging from Peter Pan to Pirates of the Caribbean
- Wrote, colored and lettered comics based on Disney shows such as Kim Possible and Pixar films such as Toy Story and Monsters, Inc.; Wrote and illustrated the popular Last Laugh comic

Jun 1997-Mar 1998

Assistant Art Director, Penthouse Comix Magazine, NYC

- Handled digital layout, lettering, design and pre-press of comics
- Ensured consistency of identity throughout articles and art of magazine

INDEPENDENT COMICS PUBLISHING

Co-creator, illustrator and publisher of comic books:

- Teen Boat, 2004 Ignatz Award winner for Outstanding Debut
- Jax Epoch and the Quicken Forbidden, 2004 Harvey Award nominee for Best Single Issue or Story

Co-founder, Comics Bakery (comic book & graphic novel packager/design firm)

AWARDS

- 2nd Place in Healthy Video Games Design Contest, Humana Games, 2009

EDUCATION

BFA in Graphic Design, School of Visual Arts, 1997