

CODY ALLEN-ROMKEY

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EDUCATION

NBCC Miramichi - Animation and Graphic Technologies	2003-2005
NSCAD - Bachelor of Fine Arts, Major in Film	2005-2009
Vancouver Institute of Media Arts - Game Design	2010-2011

SKILLS

- | | | |
|---------------------|--------------------|-------------------------------------|
| • Adobe Photoshop | • Concept Art | • Basic Knowledge of Graphic Design |
| • Adobe Illustrator | • Digital Painting | • Basic Knowledge Animation |
| • Adobe Flash | • Character Design | • Basic Knowledge of UDK |
| • Alise Maya | • Storyboarding | • Basic Knowledge of Unity |

WORK EXPERIENCE

Adventus Inc. 2006 to 2009

Postion: Graphic Artist/Art Director

- Game design and concept artwork for software; working in conjunction with pre existing graphics and styles; providing all graphic work for the office, from logos to letterhead.
- Working one-on-one with development team, and marketing.

Released Titles:

- Children's Music Journey 2 and 3 for PC

Other Ocean Interactive June 2011 to April 2013

Postion: 2D and 3D artist

- Working with in house software, and engines; Provided both 2D and 3D art assets, for games and pitches; Adapting to various styles across multiple projects.
- Being able to meet deadlines, short-notice revisions; switching tasks

Released Titles

- South Park Tenorman's Revenge for Xbox Live: 2D artist and level building
- Poptropica Adventures for Nintendo DS: 2D Artist
- Andy Ross Extreme Archery for PC: 3D Artist and Texture Artist
- Cali Cow Chat For iOS: 3D Artist and Texture Artist

Electronic Arts April 2013 to Present

- 2D and 3D Artist. Create Props and building from scratch in Flash based on icometric grid. Create 3d references for more complex game items. Pre plan game items creation to be cut up to make best use of texture space before exporting. Animation sometimes required.

Current Title:

- The Simpsons Tapped Out

*References available both upon request and as well on my linked in profile.