

# JASON MONTGOMERY PIEL

915 223rd PL NE • Sammamish, WA 98074 • 425.891.0494 • jasonmpiel@gmail.com • jasonmpiel.wix.com/portfolio

DIGITAL ARTIST / CREATIVE LEADER / INTERACTIVE GAMES PROFESSIONAL

## EXPERIENCE

### **ELECTRONIC ARTS / PopCap** 11/2015- Present

2401 4<sup>th</sup> Ave • #300 • Seattle, WA 98121 • (206) 328-0300

- **PopCap Live Creative Team, Sr. Artist**

Brand development, Graphic design, Interstitial Ads, App-store assets, Social media.  
Pitches, Prototypes, Web creative, Studio design needs, Printed materials.  
Adobe CS, Unity, Maya, Proprietary tech.

- **Mobile Games**

Plants vs. Zombies Franchise: PvZ, PvZ2, PvZ Heroes.  
Bejeweled Franchise: Bejeweled Blitz, Bejeweled Stars, Bejeweled Classic.  
Legacy titles: Scrabble, Peggle, Solitaire Blitz, Tetris Blitz, PvZ Free, etc.

### **WILD TANGENT Studios** 8/2015- 11/2015

Mobile Games Studio • 101 Yesler Way • #502 • Seattle, WA 98104 • (425) 497-4500

- **Sr. Artist (Contract)**

WildTangent Casino  
Adobe CS, Unity.

### **KING** 12/2014- 7/2015

Z2 Live studio • 1601 2nd Ave • #800 • Seattle, WA 98101 • (206) 508-3502

- **Sr. Marketing Artist**

App-store assets, Key art, Cross Promotion, Ads, Video production support.  
Pre-launch focus: User acquisition, Click through rates, Cost per install.  
Adobe CS, Unity, Maya, Zbrush, Proprietary tech.

- **Mobile Games**

Paradise Bay – Casual World-builder game  
[Unreleased Mid-core Mobile Game]  
Battle Nations

### **GLU MOBILE** 5/2012- 11/2014

Glu WA studio • 1500 114<sup>th</sup> Ave SE • Suite 100 • Bellevue, WA 98004

Glu Headquarters • 500 Howard St • Suite 300 • San Francisco, CA 94105 • (415) 800-6100

- **Creative Services**

Acquisition: App-store assets, Brand development, Graphic design, Key art, Video production, Ads.  
Player Retention: Live event promotions, Seasonal content, Social media.  
Adobe CS, Maya, Unity.

- **Mobile Games**

Deer Hunter 2014, Blood & Glory Immortals, Contract Killer: Sniper, Dino Hunter: Deadly Shores,  
Amazing Battle Creatures, Eternity Warriors 3, Defenders & Dragons, Frontline Commando: D-Day,  
Tons of Guns, Samurai vs. Zombies Defense 2, Small City, Dragon Storm, Stardom Hollywood, Contract  
Killer Zombies 2, Death Dome, Enchant U, Bombshells, My Dragon, Ham on the Run, Gears & Guts,  
Tavern Quest, Lil' Kingdom, Samurai vs. Zombies Defense, Deer Hunter Reloaded

### **THE AMAZING SOCIETY** 2/2010- 4/2012

1180 NW Maple St, Suite 330 • Issaquah, WA 98027

- **The Lab**

Innovation: Prototypes, Pitches, Concepts, Technical art, Trade show design.  
Protection: Marketing, Video, and Production art to keep Marvel Super Hero Squad Online on schedule.

- **Marvel Super Hero Squad Online**

Credited as Art Generalist - modeling, animation, FX, UI, video.  
Published by Marvel and Gazillion.  
Adobe CS, 3DSMax, Unity, Final Cut Pro.

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## **GRIPTONITE GAMES** 4/2003 - 2/2010, formerly Amaze Entertainment

12421 Willows RD NE, Suite 200 • Kirkland, WA 98034

- **Art Lead**
  - The Princess and the Frog (Wii), Disney Interactive
  - Where The Wild Things Are (Xbox 360, PS3, Wii), Warner Brothers Interactive
- **Art Director/Art Lead**
  - Shrek the Third (Xbox, Wii, PS2, PSP), Activision
  - Call of Duty: Roads to Victory (PSP), Activision
  - The Lord of the Rings: Tactics (PSP), EA
  - Digimon Rumble Arena 2 (GC, PS2, Xbox), Ban Dai
- Management: Art team mentorship, Scheduling, Outsourcing, Critiques, Hiring, Performance reviews
- Creative: Prototypes, Design proposals, Concept art, Original IP development, Leadership by example
- Technical: Define processes, tools, specifications, techniques, production pipeline improvements
- Proprietary tech, Maya, Adobe CS, a small amount of exploration with Unreal

## **SIERRA ON-LINE, Inc.** 3/1995 - 4/2003

Hoyle Casino Empire, Game Designer / Art Director  
Jonny Drama: Beatnik Secret-Agent, Game Designer / Art Director, unpublished  
King's Quest: Mask of Eternity, Art Director  
Leisure Suit Larry 7 - Love For Sail!, Art Director / Background Designer / Animation  
Gabriel Knight: The Beast Within, Additional animation, Video compositing  
Phantasmagoria, Video compositing  
The Realm, Art / Animation  
Space Quest 6: The Spinal Frontier, Animation  
Prototypes, Conceptual Art, and Presentations  
Proprietary tech, 3DSMax, Photoshop

## **CHARACTER BUILDERS, Inc.** 2/1992-3/1995

- **Assistant Animator**
  - The Swan Princess, Bebe's Kids, We're Back, Balto
- **Storyboards**
  - Happily Ever After, Life with Louie, Beethoven, Where In The World Is Carmen Sandiego?
- Commercials, Pre-Production Illustration, Character Design, and IP Development
- Jason Piel on Internet Movie Database: <http://www.imdb.com/name/nm1166995/>

## **EDUCATION**

### **Columbus College of Art & Design, Columbus, OH**

- BFA: Illustration, May 1992
- Magna Cum Laude, Scholarships, Advertising Design Minor

## **MISCELLANEOUS**

- Software Patents Pending
  - 2D texture & light mapping technique
  - Real-time 3D line rendering technique
- GDC Speaker 2006: Creating World Class Graphics for the PSP
- Charity Art Auctions
- Art Decent Program: Lake Washington School District
- Volunteer: Redmond Theatre, Northwest Harvest, Issaquah Swim Team
- Ongoing Freelance Illustration & Design