

DONALD C. WELCH

CONCEPT ART LEAD

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As a concept artist in the heart of San Francisco with 11 years of experience I have always had my pulse on the newest technologies, in the entertainment industry and beyond. With work in Television, Gaming, Comics, Technology, and more, I have valuable experience moving across industries. I believe that skills as a leader are cross-functional and can be translated across projects, a strength that I have found when working with diverse teams.

I'm currently looking to work on projects where I can provide my unique perspective, while also engaging with other talented, passionate people. As a Senior and Lead, the teams I have worked on found me incredibly easy to communicate and work with. I have been fortunate enough to have some incredible mentors in my previous roles, and I am ready to step up as an Art Director or Creative Director to provide that same guidance.

EDUCATION

| Academy Of Art University 2006- 2011
| Bachelor Of Fine Arts
| Animation and Storyboarding

SKILLS

ART DIRECTION

Management | Visual Direction | Recruitment | Training
| Mentoring | Team Building | Scheduling

CONCEPT ART

Concept Art | Illustration | Digital Painting, Background
Design | Staging | World-Building (2D/3D)
Storyboarding | Comic Illustration | Photo | Photo
manipulation

PROGRAMS

Macs | Windows | Adobe Creative Cloud | Maya | Jira |
Blender | Google Docs | Lens Studio | AR Studio

FREELANCE CLIENTS

Sony
Blizzard Entertainment Inc
DC Comics
Marvel
Cartoon Network
Cheeks 74
Whiteout Studios
Table Taffy Studios
Udon
WWE
Argon Design
GreenTech
Angel Star Inc
Infinera
CA State Government
NASCAR
BooLab
Bungie Aerospace
LEGO
Systems Inc
Sunoco Inc
Traviangames
Namaste Entertainment Inc

Throughout these roles I have personally managed my schedule. This gave me invaluable experience when working on multiple projects.

WORK EXPERIENCE

Senior Concept Artist

Feb 2019 - May 2019 | Jul 2016 - Dec 2016



Lucasfilm with a long history in cinema creating one of the biggest entertainment brands in the world Star Wars.

- Creation and visual development of assets, such as characters, mood pieces, props and environments using Photoshop and Maya
- Balance several assignments at once with competing deadlines
- Assist other team members to complete assignments on time, highlighted in crunch times
- Leading team members through design guides
- Work directly with production to ensure tasks are on schedule, picking up any delayed work
- Maintain a healthy, upbeat environment for team members through leadership and mentor

Concept Art Lead

Feb 2017 - Oct 2018



Instagram is an American photo and video-sharing social networking service owned by Facebook, Inc. with over 1 Billion active users.

- Build creative decks for review by Head of Design and Creative Director
- Pitch Ideas to the Camera team, including the Head of Design and Creative Director
- Create assets for implementation into the app
- On the team I followed a product from start to finish in the following stages:
 - Idea generation/development: brainstorming ideas for development
 - Previsualization: creating the idea visually without tactile usage
 - Prototyping: displaying the product in effect of the usage, the creative can be adjusted in-app

Lead Concept Artist

May 2015 - Apr 2016

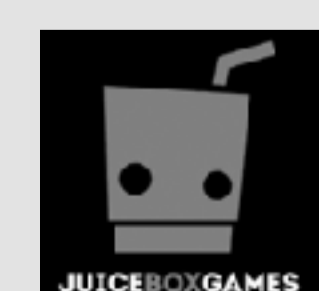


Glu Mobile Inc. is an American developer and publisher of mobile games for smartphone and tablet devices

- Created designs for an external licensor on high-profile existing IP in Unity
- Designed the visual language and established the style of several original IPs
- Worked on several mobile platforms including VR hardware
- Created marketing illustrations and key art for multiple game pitches
- Launched Deerhunter title that was the first to be released on Oculus

Senior Concept Artist

Jan 2015 - Apr 2015



Juicebox Games -had a mission to embrace gamers and build truly immersive and deep experiences while keeping the interface simple.

- Establishing character proportions and style
- Designed cell shading style for characters that would be used throughout the game
- Made style guides and mentored other concept artists
- Created in-game character rigs