Jeremy Bolz

Character Art Director
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Software Knowledge

zBrush 2 - 2025	Marmoset Toolbag 2-5	3D Coat	Unity	Monday.com
3D Studio Max 7-2026	Substance Painter	Knald	Unreal 4-5	JIRA
Maya 8 - 2026	Substance Designer	Krita	Frostbite	Perforce
Blender 5.1	Photoshop CS2-2026	Illustrator CS2-2026	RUDE Engine	Shotgrid

Game Development Experience

Liquid Development : 2015 - Present

Senior Production Artist 2015-2018

- DOTA 2
- SMITE Tactics
- Dreadnought
- BattleBorn
- Kill Strain
- Warner Bros HyperCade
- Disney Star Wars Commander
- Hungry Shark World
- Danger Goat
- Battle Star Galactica: Squadrons
- Bakery Story 2
- Resturant Story 2
- Farm Story 2
- Digital Domain's Monkey King
- Dragonstone: Guilds and Heroes
- DC Legends
- Harry Potter: Wizards Unite
- Dance Central VR
- Rock Band 4
- Call of Duty Black Ops 4

Lead Production Artist 2018-2021

- Doom Eternal
- Metroid Prime Remastered
- Flat Eye
- Tiny Tina's Wonderlands
- Fuser
- Call of Duty: Cold War
- Spellbreak

Character Art Manager 2021-2026

- Echo VR
- Evercore: Heroes
- Thick as Thieves
- Spectre Divide
- Metroid Prime 4
- skate. (2025)
- Doom: The Dark Ages

Character Art Director 2026

- Unreleased Project

Zynga Inc. : 2012 - 2015

Lead UI Artist

- Frontierville
- Castleville: Legends
- Unreleased Zynga Projects

Buzz Monkey Software, LLC. : 2009 - 2012

Staff Artist

- Army of Two:The 40th Day (PSP)
- Tony Hawk:SHRED (Wii)
- Social City
- PS Home:Island Getaway Pack
- ESPNU:College Town
- Rinth Island

Education

- Bachelor of Fine Arts with Honors, Game Art and Design
-The Art Institute of Portland : October 2005 - December 2008