Scott Pellico
Concept Artist – Illustrator

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CREATIVE SKILLS:
- Digital Painting: Photoshop Sketchbook Pro, Alchemy
- 3D Modeling: Maya
- Interface Design/Web design

EXPERIENCE:

FREELANCE
- 2D artist for Battle of Brothers from Phalanx Studios September 2014 – Ongoing
- Background painter "CoolWraps" commercial animated short, 2014
- Illustrator, "Project Raised Media" **Background Design**, Loogaroo May 2014 – September 2014
- Concept Artist "5D Theater" **Prop Design**, Prana Studios March - April 2014
- Concept Artist, "All of the People" Music **Video Pre-Visualization**, A&S Animation October- November 2013

OOTII LLC
- Art Director, Co Founder OOTII LLC indie game studio 2011-May 2013
  Experience Includes:
    - Co-created Facebook adventure game "Relic Ball" completed 2012
    - Co-responsible for finding funding, production opportunities, and personnel recruitment.
    - Worked with a variety of outsourced talent to maintain a consistent level of quality
    - Presented at outlets including UCF Undergrad Business, FIEA Alumni, and IGDA Orlando chapter
    - Created all game assets. Characters, Environments, Interface, Animations, Logos and Web Designs.
    - Ran a successful $10k Kickstarter campaign (2012), designed the site layout
    - Game Design: Developed original game mechanics, game flow, micro-transaction flow and store design.
    -Level Design: Constructed levels based on blueprints created by myself and/or team.
    -Production: Dealt with user feedback and provided QA support. Designed user flow and marketing strategies.

STUDENT
- Art Lead FIEA Capstone Game "Project Nexus" 2010-2011
  Experience Includes:
    - Lead a team of six student artists Lead character and environment concept artist 2D/3D modeling, texturing, UDK pipeline
    - Constructed levels based on blueprints provided by producers
- Experience working on multiple Rapid Prototype games as both 2D and 3D artist while attending FIEA.

Awards:
Grand Prize Winner - Despicable Me 2 Illustration Contest - December 2013
Daily Deviation Awards –January 27, 2015 May 19, 2014; September 19, 2013; April 4, 2012

EDUCATION:
- Master of Science, Interactive Media Design, Fall 2011 (Florida Interactive Entertainment Academy)
- Bachelor of Fine Arts, Industrial Design, Fall 2010 Southern Illinois University Carbondale 2005-2010