

www.Rocco Basile.com

5321 Abbott Ave s. | Minneapolis, MN 55410 | 612-836-0012 | contact@roccobasile.com

Profile

Accomplished illustrator and graphic artist with over 16 years experience bringing customer-focused concepts to completion. Strong record of leadership, teamwork, and independence creating and publishing a breadth of content from print to 3D animation.

Skills

Adobe Creative Suite (Photoshop, Illustrator, Dreamweaver, InDesign, Flash), HTML, 3D Studio Max, Zbrush, Microsoft Office

Experience

Doobic Studios

November 2010 - Current

Environment Artist

Independent contractor for a South Korean developer creating a first person shooter utilizing the Unreal Engine. Modeled, textured and shaded 3d buildings and props. Managed art pipeline from home studio.

Freelance Design and Illustration

August 2009 - Current

Graphic Artist

Developed marketing materials for clients, including print ready brochures, ads, banners, business cards, illustrations and website construction.

Destineer Studios / Atomic Games

January 2004 - August 2009

Environment Artist

Researched, conceptualized and created culturally accurate buildings, props and textures for use in a real time environment. Created and implemented character models to meet the technical demands for multiplayer mode on the Xbox 360™ console. Prepared character models and animation rigging for in game use. Revised and optimized environment scenes for correct collision detection.

Credits: *Six Days in Fallujah (cancelled), Close Combat: First to Fight*

Canopy Games

November 1999 - January 2004

Concept Designer/ Artist/ Modeler/ Animator

Led research and development team to ensure technically and historically accurate visual concepts. Created 2D conceptual artwork enabling production artists to generate 3D game content. Designed and implemented 3D models, textures, and animations to achieve maximum performance under strict game engine requirements. Collaborated with software engineers to design and test graphics special effects and maintain authentic physics simulations.

Credits: *Initial D: Mountain Vengeance, Hot Rod American Street Drag, Midnight Outlaw Illegal Street Drag: Nitro Edition, I Was An Atomic Mutant, WW II: Desert Rats, Midnight Outlaw Illegal Street Drag, Harley Davidson: Race Around the World, Ultra Wheels Street Jam, Kawasaki Fantasy Motocross, Harley Davidson: Wheels of Freedom*

Handlogic

April 2001 - June 2004

Art Director/ Animator

Conceived and designed all 2D artwork and animation for Palm OS™ compatible games. Design constraints included very low resolution grayscale graphics and slow LCD refresh rates. Supported new business marketing by developing website artwork, new product concepts, and publishing/distribution models.

Credits: *Invasion*

Knowmad Confederacy

September 1999 - October 1999

Artist/ Modeler/ Animator

Produced and implemented Knowmad interactive video installation based on designs by conceptual artist Mel Chin. Artwork featured in the PBS "Art: 21" television series, companion book, and in international exhibitions. Provided on-location consulting services and technical support before and during exhibitions in Minneapolis, MN and New York, NY.

Credits: *Knowmad*

Fenris Wolf/Eternal Warriors

March 1995 - September 1999

Artist/ Modeler/ Animator

Designed, modeled, textured, and animated 3D characters. Utilized first generation 3D graphics acceleration and Intel MMX technology. Developed and created both 2D and 3D props and environment textures. Applied proprietary game engine tools to design and implement special effects and menus.

Credits: *The War in Heaven, Rebel Moon Rising, Rebel Moon*

Education: Bachelor's of Fine arts -1994, Minneapolis College of Art and Design, Minneapolis, MN