

SHADDY SAFADI

conceptual artist

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<http://www.shaddyconceptart.com>

OBJECTIVE

To Inspire a team of 3-D artists toward a visual aesthetic that is unique, functional, and fun.

WORK EXPERIENCE

Naughty Dog - Senior Concept Artist - September 2006 to Present

- Produced ideation sketches, style guides and detailed digital paintings for the PS3 hit, Uncharted: Drake's Fortune. "90% rating on gamrankings.com / 1.1 million copies sold in 10 weeks."
- Process involved close, iterative work with game designers and environment artists to establish specific lighting, color and believability benchmarks never before seen in a video game. Idol Minds - Concept Artist - September 2003 to 2006
- Conceived and created the look for the PS2 title Neopets: The Darkest Faerie. Developed style guides and visual direction for over 15 worlds, including written documents, photo reference libraries, detailed ink sketches, and digital paintings.
- Worked effectively with a team of eight modelers and texture artists, implementing style direction and communicating aesthetic goals.

FREELANCE WORK EXPERIENCE

Stormfront Studios – Concept Artist – April 2003 to July 2003

- Created character concepts for Dungeons and Dragons fantasy game, including rough thumbnail sketches, detailed action poses, and finished presentation paintings.
- Savage Entertainment – Concept Artist – April 2001
- Designed characters for a Jurassic Park III adventure game for the PS2, including the main playable character, villain, heroine, and NPC's.

ADDITIONAL EXPERIENCE

Good Drawing magazine – Editor and Publisher

- Wrote, designed, edited, and distributed 900 copies of a bimonthly independent Art Center drawing magazine.
- Managed a team of students.
- Interviewed award-winning illustrators Jeff Smith and Chris Clayton, as well as renowned concept artists John Watkiss (Disney's Tarzan) and Iain McCaig (Star Wars: Episode 1 and Star Wars: Episode 2).

EDUCATION

BA in Illustration/Entertainment Design, Art Center College of Design, August 2002