

## **CASEY HAGES**

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### **SUMMARY:**

Los Angeles based visual artist. Delivering state of the art creativity & production to clients. Always looking for new creative endeavors.

### **SOFTWARE:**

Adobe: Photoshop, Illustrator, InDesign, After Effects, Premiere

Autodesk: Maya, MotionBuilder, Mudbox

Microsoft Office Suite

WordPress

### **PROFESSIONAL EXPERIENCE:**

#### **Visual Artist** at Freelance Artist

*2000 – Current*

Helping clients effectively convey ideas visually.

- Art direction.
- Graphic design.
- Corporate branding.
- Concept art.
- Animation.
- Illustration.
- Storyboarding.

#### **Lead Production Artist** at Avanquest Software

*October 2012 - Current*

Avanquest is a world leading developer and publisher of consumer software and business solutions.

- Team Management.
- Photo editing, post production, retouching.
- Graphic design.
- Preparing files for printing.
- Website quality assurance.

#### **Creative Director & Co-Founder** at Buttercup Game Labs

*July 2011 - July 2012*

Buttercup was a San Francisco based independent video game studio.

- Completed demo for a puzzle game.
- Wireframing.
- UI and UX design.
- Level design.
- Character animation.
- Managed a five person art team.
- Game tester.

**Cinematic Director** at Telltale Games

*February 2010 - June 2011*

Telltale was the first digital publisher to release interactive episodic content on a monthly schedule.

- Responsible for creating cut scenes and interactive dialog.
- 11 shipped titles.
- Camera set up and actor staging.
- Character animation.
- Game tester.

**Motion Capture Animator** at Mixamo

*August 2009 - February 2010*

Mixamo provides motion captured game ready animations which can be selected, customized, and downloaded into a production pipeline.

- Responsible for creating motion data in MotionBuilder.
- Character animation.
- Modeled, textured, and rigged characters.

**Teacher Assistant & Lecturer** at SAE Expression College

*June 2007 - August 2009*

Expression offers programs in Animation, Audio, Digital Film, Game Development, and Entertainment Business.

- Animation.
- Figure drawing.
- Painting.
- Sculpture.
- Digital compositing.

**Motion Capture Animator** at Telemetric Media

*September 2008 - November 2008*

Telemetric is a Bay Area animation company.

- Captured dancers for a game prototype.
- Cleaned up the optical marker data.
- Created animation loops for game play.

**Cinematographer** at Rick Giachino Films

*January 2007 - January 2008*

Rick is a Bay Area film maker.

- Camera operator for the documentary, Forgiving God.
- Field producer.

**Production Artist & Software QA** at Bellamax

*2004 - 2006*

Bellamax was a software company that created applications used in professional labs and portrait studios for automated image enhancement.

- Responsible for digital files ready for print.
- Graphic design.
- Photo restoration.
- Tested beta software for quality assurance.

**EDUCATION:**

**SAE Expression College** - Emeryville, CA 2006-2008 BAS in Animation & Visual Effects

**College For Creative Studies** - Detroit, MI 1995-1999 BFA in Graphic Art