



# Spencer Parke

## Concept Artist

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### Education

#### **BFA - Game Development** | 2019

Savannah College of Art and Design

#### **Pre-College Summer Program** | 2014-15

University of the Arts

#### **Summer classes** | 2012-13

Pennsylvania Academy of Fine Arts

### Skills

Concept Design

Digital Illustration

3D Concept Modeling

3D Character Art

3D Environment Art

### Tools

Photoshop

Illustrator

Zbrush

Maya

Substance Painter

Marvelous Designer

Unreal Engine

### Contact



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### Experience

#### ● **All We Are** | 2019 | **Lead concept and environment artist**

| Project: "Scuttle" for Global Game Jam 2019

Developed cohesive design language and color palette

Coordinated art style between design teams

Generated complete environment assets from concepts

#### ● **Enfer Isles** | 2018-19 | **Concept artist and character artist**

| Collaborative independent film project

Created character and prop designs from moodboard reference

Sculpted and retopologized a character model

#### ● **Gehenna Imperium** | 2018 | **Freelance concept designer**

| Independent comic contract position

Developed character design solutions from briefs

Used iterative design process to adapt to client needs

Refined concepts into fully rendered turnaround sheets

#### ● **Robot Dreams** | 2018 | **Concept artist**

| Collaborative independent film project

Developed environment matte painting with thumbnail process

Drafted modeling and animation diagrams

#### ● **Chester County Art Association** | 2016-18 | **Art instructor**

| Summer art class teaching position

Planned and pitched class curriculums and schedules

Communicated art and design concepts to students

### Achievements

Entelechy 2019 Best Concept Art Award

Rookie Awards 2019 Rank B - Concept Art & Illustration

SCAD Global Game Jam 2019 Best Use of Theme Award

Indigo Award 2018 Gold in Illustration for Games

William Palmer Lear Art Award 2016

Harry Dunn Art Scholarship 2016