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A detail-oriented artist who employs both digital and traditional media towards finding creative solutions to design challenges. Highly-motivated with an invested interest in not only learning more about the craft, but also in exploring new types of digital media.

EXPERIENCE

SNIPE STUDIOS

<https://www.facebook.com/groups/635301433272008/>

September-May 2014

- Served as a principal concept artist for the aforementioned time period, during which the following was produced:
- Created mall gallery backgrounds in Illustrator for use in an I-phone shopping game.
- Developed concept art for a PVP video game which involved the blending of medieval and digital themes.
- Some these designs ideas were later incorporated into a promotional poster to announce the game's beta test.

<http://mempter.deviantart.com/art/Firewall-586528228>

CHILDREN'S MUSEUM & THEATRE OF MAINE

January-April 2015

- Served as a principal concept artist during the development of one exhibition, which was based on a children's book by Chris Van Dusen titled 'Down To The Sea With Mr. Magee'. Also rendered concepts for the initial planning stages of another exhibit to be opened in the future, intended to introduce children to healthy concepts and hygiene. Much of this work was completed in both Photoshop and Illustrator CS6 as follows:
- Created style concepts for various elements that were included in the exhibit. This involved designing a children's playset, a geyser fountain, and a backdrop based upon characters and events from the book. This also included creating concepts for several murals that were later added.
- Assisted with the layout design for the exhibit, primarily for a greenhouse and its environs that was to become part of the finished work and also for an interactive area (involving a whimsical doghouse for children to enter) next to where museum-goers enter.
- Designed and formatted the exhibit signage. This included the welcome sign, a biography of the author, and the signs for each of the exhibits features.
- Created web slides announcing the coming attraction and its arrival, as well as design t-shirt logos.
- Most recently I was commissioned to create 29 vector drawings of various objects, animals and vehicles for an interactive exhibit involving putting images on magnets.

<http://mempter.deviantart.com/gallery/55271228/Children-s-Museum-and-Theatre-of-Maine>

<http://www.mempter.com/#!internship/bw3qs>

<http://www.mempter.com/?lightbox=dataItem-iuqag2az>



JAMES

TILLMAN

ARTIST/ILLUSTRATOR

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EXPERIENCE

REV TECH

September 2013-May 2014

- Served as principal concept artist for several video games being developed during this time period. This entailed:
- Creating concept characters, features and backgrounds with Photoshop and Illustrator for two of 2d games being developed (Mage Rage & Floor Is Lava).
- This included creating spritesheets for a number of elements being animated for the game, then utilizing the Unity gaming engine to animate them.
- Created and texturized a 3d model of a mansion for another game (Scary Game) being developed by using a combination of Blender and Maya.

FRANCES PERKINS CENTER

March-May 2013

- Designed and formatted the layout of a brochure for the Frances Perkins Center.

<http://blog.francesperkinscenter.org/wp-content/uploads/2013/12/Frances-Perkins-Private-Faith-Public-Policy-by-Michelle-Kew.pdf>

FALMOUTH BY THE SEA/FORESIDE HARBOR

October 2002-July 2014

- Prepared and delivered meals to residents as dietary, along with general general cleaning and sanitation.

SKILLS

- Adobe Photoshop CS6
- Adobe Illustrator CS6
- Adobe In Design CS6
- Adobe Acrobat Pro
- Blender
- Final Cut Pro
- HTML
- Microsoft Office 2010
- Sketchup 2015
- Unity 4.0

EDUCATION

University of Southern Maine

Portland, Maine

B.F.A. Art (Digital Art)
Spring 2015

Maine College of Art

Portland, Maine

B.A. Painting
Spring '97 to Spring 2002