

Allison Theus

Email: Atheus@andrew.cmu.edu

Website: <http://www.oblivionunleashed.com>

Objective *Concept artist and illustrator looking for a full-time job with a videogame company that will further develop my abilities in creature, character, and environment design.*

Education **Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA**
Combining art and technology to create new methods of storytelling and entertainment.
Masters – Entertainment Technology; Expected graduation – May 2008

Carnegie Mellon University, School of Art, Pittsburgh, PA
Bachelor of Fine Arts – May 2006

Projects **Spectrobes Project, Disney Interactive Studios, 2007**
Designed creature concepts for the Spectrobes Project, which is currently in production.

Mythbinder, Mythbound Creations, 2007
Creature Concept Artist and Illustrator for this upcoming MMO.

The IGF Project (Polarity) – Carnegie Mellon’s Entertainment Technology Center, 2007
Created characters, environments, and textures for Polarity, a game designed by several students in a single semester that was submitted to the 2008 Independent Games Festival. Polarity was recently chosen as a Student Showcase Winner.

Building Virtual Worlds – Carnegie Mellon’s Entertainment Technology Center, 2006
Worked as a texture artist and illustrator during this project-based course where interdisciplinary teams develop five interactive virtual worlds in two-week cycles using platforms such as the PlayMotion, Jam-O-Drum, and Virtual Reality head-mounted display

Work Experience **Graduate Art Associate, Creative Development, Disney Interactive Studios, 2007**
Designed characters, environments, props, and storyboards for various videogame projects. Collaborated with Production and Marketing on projects in different stages of development.

Assistant Animator, Flying Rhinoceros Studios, Summer 2006
Built characters and libraries in Flash for later animations.

Freelance Illustration, 2001-2007
Private Commissions, Fantasy and Science Fiction Illustrations, 2001-2007
Illustrations for Swords & Sorcery by Bryan Baugh, 2005.
Mage Warfare game card art - Gogra Games, 2003
Swim and crew shirt designs - Carnegie Mellon University, 2002-2006

Subcontracts Administrator – Computer Science Corporation, Summer 2004
Managed people, paperwork, and data.

Skills Familiar with Word, PowerPoint, Adobe Photoshop, Painter Classic, Adobe Image Ready, Flash and Dreamweaver as well as multimedia art. Limited experience with Maya 6.6-8.0.

Referrals Available upon request.