

Allison Theus

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Skills Adobe Photoshop, Painter Classic, Adobe Image Ready, Flash, Maya 2008

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

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

Projects **Unannounced Project, Divide by Zero Games, 2008-2009**
Creature, Character Concept, and Environment Artist. 3D Character Animator.

ARx – The Deep Sleep Initiative, Carnegie Mellon’s ETC, 2008
Creature, Character, and Puzzle Illustrator for this Alternate Reality Game (ARG).

Spectrobes II, Disney Interactive Studios, 2007
Creature Concept Artist for the sequel to Spectrobes.

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

The IGF Project – Carnegie Mellon’s Entertainment Technology Center, 2007
Created characters, environments, and textures for a game designed by seven students in a single semester that was submitted to the 2008 Independent Games Festival.

Work Experience **Lead 2D Artist, Divide by Zero Games, 2008-2009**
Managed a small team of artists. Designed and illustrated characters, creatures, environments, and props as well as created UI designs, 2D textures, and 3D animations.

Graduate Art Associate, Concept Development, Disney Interactive Studios, 2007
Designed characters, environments, props, and storyboards for various videogame projects while working in a team of seven.

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

Freelance Illustration, 2001-2010
EPIC! Creature/character design & animation – Rainmaker Games, 2010
Warhammer Fantasy RPG: Edge of Night illustration – Fantasy Flight Games, 2010
Twilight Imperium: SoT character illustrations – Fantasy Flight Games, 2010
The StrangeLands Bestiary creature illustrations – Writer’s Foundry Inc., 2010
Scooby Project – Warner Bros., 2009
Unannounced Project – Ascentium/EA, 2009
Arkham Horror model sheets – Fantasy Flight Games, 2009
Monster concepts – Rakham Games, 2009
Album covers for various bands – P.I.G., 2009
Private Commissions, Fantasy and Science Fiction Illustrations, 2001-2010
Illustrations for Swords & Sorcery by Bryan Baugh, 2005.
Mage Warfare game card art - Gogra Games, 2003

Referrals Available upon request.