

# ELIE ARABIAN - ART DIRECTOR

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## MY PROFILE

**24-years of creative leadership, team building, art direction, administrative experience, entrepreneurship and hands on art creation working in the game industry.** Ability to foster strong team cooperation with a focus on delivery of high quality projects on time. Very adaptable to unique art styles with a proven record of directing, mentoring and inspiring teams in delivering a consistent look across a spectrum of shipped titles. Constantly looking to find creative avenues for growing the teams and encouraging artists to push their boundaries.

## CAREER

ARABIAN ART STUDIOS, Las Vegas, NV

2014 – Present

### Founder/Artist

Founded an art services company to experience the independent work/lifestyle.

- Currently re-designing all electronic table games for LT Game; including the creation of VR Showroom in Unreal Engine 4 to showcase the new line of designed products.
- Working on multiple projects for American Gaming Systems (AGS) to develop new and cutting edge graphics for the company.
- Managing the sub-contracting to a select team of artists on tasks that require specialties.
- Worked as the Creative Director and Art Director for Ungrounded Games 6/15 – 9/15 using Unity. Company closed due to lack of funding 9/2015.

SHFL ENTERTAINMENT, Las Vegas, NV

2012 – 2014

### Director of Art

Hired on to spearhead the visual upgrade to studio products and participate in studio level planning for future product lines.

- Personally redesigned the visual presentation of the hardware for all electronic table games and branded the Fusion line of products. The new designs created a surge in sales of new Gaming systems by many large clients.
- Recruited a team of veteran artists to support product lines encompassing electronic games, signage, and slot machines.
- Owned the vision and art directed all new game products.
- Led a major rebranding effort with the marketing department to communicate and maintain the creative vision for product launches and conventions.
- Worked closely with international teams to maintain consistency for art across multinational projects.

GARAGE GAMES, Las Vegas, NV

2011 – 2012

### Creative Director/Art Director

- Spearheaded artwork and engine update for Torque 3D and advised on art-related features to enhance competitiveness with other AAA game engines.
- Recruited and provided leadership to a team of artists tasked with building demo levels and providing art asset packs for the company's digital asset store.
- Worked closely with TD and lead coders to add new features for Torque 3D and Torque 2D to facilitate better workflow and add new features to make engines more competitive.
- Led the update and rebranding of the Torque website to better reflect product innovations.
- Planned, directed, and worked hands-on on the new demos for the Torque brands.

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## CAREER CONTINUED

INSTANT ACTION, Las Vegas, NV

2009 – 2010

### **Chief Creative Officer**

C-level position in a 100+ person company with responsibilities encompassing budgeting, planning, talent recruitment and advising in the direction of the company. Held creative ownership of all visuals, incorporating both creative and art direction.

- Recruited, mentored and merged a team of artists with mixed levels of experience and skill sets.
- Worked closely with design, art, and code teams to facilitate communication on the product development of Instant Jam.
- Provided art direction and creative direction for Instant Jam and other products within the company.
- Participated in studio level planning including business finance, projections and staffing.

ELECTRONIC ARTS, Los Angeles, CA

2008 – 2009

### **Studio Art Director**

Hired on to art direct multiple projects within the EA-LA Studio. First game directed Boom Blox Bash Party.

- Personally held responsibility for all in game art direction and the art pipeline for BBBP.
- Worked with contract artists to complete most of the in-game art assets for BBBP. I negotiated contracts, pricing, delivery timelines and ensured quality control.
- Maintained hands on involvement in modeling, level building, lighting, FX, and animation.
- Collaborated with coders to determine technical capabilities and limitations within the game engine and helped define features within the game engine shaders to push the look of the art.
- Produced a high quality AAA title within a tight 10-month timeline and under budget.

PETROGLYPH GAMES, Las Vegas, NV

2003 – 2008

### **Lead Artist / Art Director**

- Worked closely with concept artists to design all visuals for Universe at War RTS (UAW).
- Mentored, assigned tasks and helped grow the artists on staff.
- Personally created 25 minutes of in-engine cinematics, rigged and animated majority of in game units in UAW.
- Worked closely with the lead coders to define, troubleshoot and enhance the capabilities of the in house Alamo game engine; Including the development of an in game cinematic tool.
- Lead Artist and first of four core artists who worked on Star Wars Empire at War RTS. I provided team leadership and developed the visual bar for the game by creating the first in game level and units that LucasArts approved.

WESTWOOD STUDIOS / ELECTRONIC ARTS, Las Vegas, NV

1992 – 2003

### **Artist / Lead Artist – Art Director**

- Roles at Westwood: animator, concept artist, modeler, texture artist, level artist, cinematic artist, technical artist, motion capture R & D, art lead and art director.
- Art lead and direction on Battle for Middle Earth RTS, Command and Conquer Renegade and Lands of Lore series to name a few.
- Considered a “One-man cinematic team”, creating many full length high quality animations for multiple games including Blade Runner and Lands of Lore cinematics.
- Produced multiple magazine covers, box covers and other publishing materials for marketing.
- Assisted, mentored and motivated artists on teams and produced cutting edge art to inspire others to push the quality bar ever higher at the studio.

## Credits and Development

### *Games credited:*

- Carnival Island (2011), Magic Pixel Games – contract work
- Highborn (2011), Jet Set Studios – contract work
- Instant Jam (2010), Instant Action
- Boom Blox Bash Party (2009), Electronic Arts
- Universe at War: Earth Assault (2007), Petroglyph Games
- Star Wars: Forces of Corruption (2006), Petroglyph Games
- Star Wars: Empire at War (2006), Petroglyph Games
- The Lord of the Rings: Battle for Middle-Earth (2004), Electronic Arts, Inc.
- Command & Conquer: Renegade (2002), Electronic Arts, Inc. – Westwood Studios
- Earth & Beyond (2002), Electronic Arts, Inc. – Westwood Studios
- Lands of Lore III (1999), Electronic Arts, Inc. – Westwood Studios
- Blade Runner (1997), Westwood Studios
- Lands of Lore: Guardians of Destiny (1997), Westwood Studios
- Command and Conquer (1995), Westwood Studios
- The Lion King (1994), Westwood Studios
- Lands of Lore: The Throne of Chaos (1993), Westwood Studios
- Legend of Kyrandia: Hand of Fate (1993), Westwood Studios
- Dune II: The Building of a Dynasty (1992), Westwood Studios
- The Legend of Kyrandia (1992), Westwood Studios

### *Casino Gaming products credited:*

- The Blob (2014) – Bally Technologies
- Desert Ram (2014) – Bally Technologies
- River Queen (2014) – Bally Technologies
- Yi Jing (2013) – SHFL Entertainment
- iScore branded products (2012-2014) – SHFL Entertainment
- Table Master Fusion branded products (2012-2014) – SHFL Entertainment
- iTable branded products (2012-2014) – SHFL Entertainment

### *Patents:* Gaming machine with individual player stations

- US Patent D714392, AU 350368, AU 350369, AU 350370

### *Software:*

3DS Max, Photoshop, ZBrush, Unreal Engine, Quixel, with experience in many other software packages.

### *Education:*

UNIVERSITY OF NEVADA, Las Vegas, NV