

Tomas Sisneros

Portfolio: www.tomas-art.com **Blog:** tomasstudio.blogspot.com

Tomas Sisneros has over 20 years of experience in many different facets of the entertainment industry and brings a unique blend of experienced Illustration Skills combined with high quality Project/Team Management. The first five years of Tomas' career took place in the comic book industry producing illustrations for numerous independent and mainstream companies titles. Tomas transitioned to producing storyboards for Television Animation, working on prestigious shows such as Spider-man Unlimited, X-Men: Evolution and Spawn the Animated Series.

After 6 years in animation Tomas entered the video game industry, accepting an entry level artist role at 5000ft, inc. While at 5000ft, Tomas advanced to Art Director and supervised 2 multi-console games and 1 PC Game. Next up for him was Namco Bandai Games America where Tomas Art Directed and shipped 2 large scale casual PC games while also doing production artwork on 2 additional mobile titles. Tomas accepted a position with DeNA as Art Supervisor, overseeing both Gameview Studios and DeNA Studios Canada. He shipped 5 new Mobile titles as well as supported 6 pre-existing titles while a part of DeNA.

Currently Tomas is the Art Director at Voltage Entertainment USA in a role that requires an equal balance of project management and art production (in-game assets and marketing materials) for all new apps being exclusively produced in the San Francisco office.

Software & Skills

- Adobe Suite: Photoshop, Illustrator, After Effects
- 3ds Max & SketchUp
- Art Direction & Team Management
- Concept Art for Character, Environment and Prop Design
- 3D Modeling & Texturing
- Storyboard Illustration and Cinematic Directing

Experience

Art Director at Voltage Entertainment USA May 2014 - Present

Completed Games: Lovestruck, Sweet Enchantments, Villainous Nights, Havenfall is for Lovers, Starship Promise, Love & Protect, Speakeasy Tonight, Love & Legends, Gangsters in Love, Astoria: Fate's Kiss, Labyrinths of Astoria, Kisses & Curses, Queen's Gambit

- Balanced managing a small internal team along with over 20 contractors and creating assets on multiple simultaneous projects
- Created and Edited Video Trailers & Teasers in After Effects
- Created Concept Art and In-game Assets with the Adobe Suite, primarily Photoshop in both Raster and Vector

Freelance 2D / 3D Artist at Tomas Studio January 2007 - Present

Completed Games: Clique Diss & Make Up, All Star Cheer Squad, Skip-Bo Castaway Caper

- Wide variety of clients in the U.S, U.K. and Canada
- Storyboarding, 3D Modeling, Texturing, Scene Building, UI Design, Concept Art, 2D Sprites, Product Design, Company Branding and Logos

Contract Motion Book Builder & Production Consultant Madefire Studios January 2014 - May 2014

Completed iPad & iPhone Titles: Transformers: Robots in Disguise #1-3; Transformers: More Than Meets The Eye #1-3

- Created assets for Motion books using Photoshop and Proprietary Builder tool
- Analysis and Consultation to improve production pipeline to reduce time and cost by 50%

Contract Senior Artist at WeMade Entertainment USA, Inc. June 2013 - August 2013

- Senior Artist on a short term contract to help explore potential new mobile games and IP's.
- Created all Concept Art and 50% of the In-game Assets using the Adobe Suite, primarily Photoshop in both Raster and Vector

Art Supervisor at Gameview Studios & DeNA Studios Canada March 2012 - April 2013

Completed Games: G.I.Joe: Battleground, NFL Matchups, The Powerful, Time Teens, Metal Shock, Fatal Frontier

Established Titles Contributed To: Tap Fish, Tap Fish 2, Tap Fish Plus, Puzzle Fantasy, Wonder Cove

- First Artist Hired internally at Gameview Studios and DeNA Studios Canada
- Hired 8 Artists internally at Gameview Studios and 28 Artists at DeNA Studios Canada
- Developed & Coordinated an outsource pool that included over 70 Artists and 10 studios
- Launched 5 large-scale Mobile titles (iOS & Android) while supporting 5 existing titles
- Created Concept Art and In-game Assets with the Adobe Suite, primarily Photoshop in both Raster and Vector

Art Supervisor at Namco Bandai Games America Inc. March 2009 - March 2012

Completed Games: Eternal Night: Realm of Souls, The Antiques Roadshow Game, Tinseltown Dreams: The 50's, Rocket Fox

- Oversaw the User Interface Assets using Photoshop to create vector assets
- Utilized Photoshop for 2D painted backgrounds and objects for a casual Match-3 PC game
- Contributed production Art to 2 casual/social iOS and Android titles and developed pitch and concept art in the Adobe Suite, primarily Photoshop for 3 in-development mobile/social titles
- Awarded Employee of the Month after first 3 months with company for rapid project development

Art Director at 5000ft, inc. 2002 - 2007

Completed Games: NBC Heads Up Poker, Stacked with Daniel Negreanu, Daredevil, Disney Princess

- Promotion based on Team Leadership, Art Production skills and Problem Solving
- Contributed a high volume of concepts and in-game assets utilizing Photoshop & 3ds max

Junior Artist at 5000ft, inc. 2001 - 2002

- Invested personal time to acquire relevant computer and digital skills and learn all necessary software including Photoshop & 3ds Max
- Concepted Characters, Environments & Props

Television Animation Storyboard Artist 1995 - 2001

- Storyboard Art, Revisions, Clean-up, Background & Prop Design
- Worked full-time as a freelance and in-house artist for all major animation studios in Los Angeles, Contributing to many top shows and direct-to-video projects

Comic Book Penciler and Inker 1991 - 1995

- Titles and projects can be provided upon request

Education

American Animation Institute 1998 - 1999

Disney TV Storyboard Apprenticeship Program 1998 - 1998

Joe Kubert School of Cartoon & Graphic Art 1989 - 1992

Honors and Awards

Daytime Emmy recognition in the category of Outstanding Animated Program - Spawn the Animated Series for HBO Animation