

# SEAN PLATTER

CONCEPTUAL DESIGN • ILLUSTRATION • GRAPHIC DESIGN

## OBJECTIVE

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To provide Art Direction & Production Design services; as well as exciting, unique concepts, design solutions, and renderings for the Gaming and Animation industries.

My artistic talents and creativity combine with detailed research and technological innovation to create and oversee captivating layouts, fantastic worlds, and unique design solutions.

## EXPERIENCE

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SD Entertainment, Inc.: 2001 - current Woodland Hills, CA

*Company Art Director, Development Artist*

- Overseeing all artwork generated for traditionally 2D animated and 3D CGI animated DVD features and television series.
- Creating development artwork for all new productions.
- Responsible for creating additional art: title cards, DVD cover art, promotional illustrations, and corporate graphics.
- Productions (partial): 7 DVD *My Little Pony* features – Hasbro, *Alien Racers* TV series – MGA, *Care Bears* DVD features & TV series – American Greetings, *Noddy* TV series – Chorion, *Bob the Builder* TV series – HIT Entertainment

MGM Animation: 1997 - 2001 Santa Monica, CA

*Company Art Director, Development Artist*

- Oversaw all artwork generated for animated DVD features and television series.
- Created development artwork for all new productions.
- Responsible for creating additional art: title cards, DVD cover art, promotional illustrations, and corporate graphics.
- Productions (partial): *Adventures of Tom Sawyer* DVD feature, *All Dogs Go To Heaven Christmas* DVD feature, *Robocop* TV series

Vortex Media Arts: 1994 - 1997 Burbank, CA

*Company Art Director, Development Artist*

- Oversaw all artwork generated for interactive video & computer games.
- Created development artwork for all new productions.
- Researched new technologies and techniques.
- Productions (partial): *Tonka Jobsite* – Hasbro, Various *Madeline* titles – DIC Entertainment, *Simpsons: Virtual Springfield* – 20<sup>th</sup> Century FOX

Realtime Associates, Inc.: 1993 - 1994 El Segundo, CA

*Art Department Head*

- Oversaw all artwork generated for interactive video & computer games.
- Responsible for overseeing a 14 person art department.
- Responsible for hiring, firing, and purchasing for the department.
- Researched new technologies and techniques.
- Productions (partial): *Bug!* – Sega Saturn, Various *PICO* titles – Sega, *Aaaaaah! Real Monsters* – Sega Genesis, *Beavis & Butt-head: The Game* – Super Nintendo

Freelance Work: 1984 - current Los Angeles, CA  
*Editorial & Book Jacket Illustration, Theme Park Design, Toy & Game Design, Comic Book Illustration, Nightclub Art Direction*

- Clients (partial): 7<sup>th</sup> Window Publications, Lookout Entertainment, Schylling Toys, City of Santa Monica, Busch Gardens / SeaWorld, Mattel, Space Center Houston, International Playthings, Inc., Triple Six Comics

#### SOFTWARE EXPERIENCE

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PhotoShop, Illustrator, Corel Painter, Corel Draw, 3DS MAX (*since its days as a DOS program*), FontLab, Poser, BodyPaint, Terragen; *and limited experience with* Flash, MAYA, After Effects, and ZBrush.

#### EDUCATION

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BS - Southern Illinois University at Carbondale: 1980 - 1984 Carbondale, IL  
*Graphic Design, Visual Communication*

#### EXHIBITIONS

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Antebellum Gallery Hollywood, CA  
*Modern Heretics Show: November - December 2006*  
■ Primary exhibitor

Antebellum Gallery Hollywood, CA  
*Blacks Show: February - March 2007*

#### INTERESTS

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Travel, history, computers, esoteric knowledge.

#### REFERENCES

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Upon request