



**Nate Dollarhite**  
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### Summary

Hard Worker skilled in 2d conceptual design using tools such as Adobe Photoshop and traditional art mediums. Able to work well in a team environment and efficiently solve problems.

### Skills

#### Software

- Photoshop
- Maya
- 3ds Max
- ZBrush

#### Traditional

- Oil Painting
- Charcoal, graphite
- Life drawing and gesture
- Perspective
- Sculpture (chavant, sculpey, oil clay)

#### Creative Experience

Concept Artist for a game prototype called The Eye of Yadubaku

- Created original concept art for environments and characters
- Modeling and Texturing

#### Education

- LAAFA Los Angeles Academy of Fine Arts 6/2007-1
  - Nathan Fowkes Visual Development
- Bachelors Degree in Game Art and Design 6/2007
  - Art Institute of California San Diego

#### Work History

- SCEA 3/2008-1
  - Cinematic concepts for original IP
- World Works Designs 1/2008-1
  - Conceptual art Environmental and Character Designs
- Paleo Entertainment 7/2007-1/2008
  - Conceptual art Environmental and Character Designs
- Imagination Design Studios 6/2007
  - Molder/ Caster
- Discount Tire Co. 9/2003-7/2004
  - Tire Technician

## References

### **Ron Padua**

Title: **Lead Cinematic Concept Artist**  
Company: **Sony Computer Entertainment of America**  
Contact: 858.824.5846  
ron.padua@playstation.sony.com

### **Linda Sellheim**

Title: **Academic Director**  
Company: **The Art Institute of California Orange County**  
Contact: 714.338.0265  
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### **Emer Tanciatco**

Title: **Art Director**  
Company: **Paleo Entertainment**  
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### **Asa Enochs**

Title: **Teacher**  
Company: **The Art Institute of California San Diego**  
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