



NATHAN DOLLARHITE DESIGN

✉ m i n j a r r . c o m
✉ D o l l a r h i t e @ g m a i l . c o m
☎ 5 1 7 . 9 2 7 . 9 5 2 8

Designer experienced in visual development of triple-A FPS, RTS games, Mobile games, feature film, and CG animation.

g a m e s

Hangar 13 2017-2018

Unannounced Title

Concept Artist - General concept for environments, characters, props, special Fx etc.

Kabam 2016

Unannounced Title

Concept Artist - Pitch Development (Character and Environmental)

Game of Thrones

Concept Artist - Pitch, Concept Design and Style Development.
Cinematic Design and UI

Frame Machine 2015

DC Injustice 2

Concept Artist - Environmental Level Design.

Gaijin Games 2012-2015

Tharsis

Concept Artist - Cutscene Cinematic Illustrations

Archivist

Art Director - Pitch Art, Branding, Concept Design and Style Development, Team Managing.

FILM

NIKE 2012.

Commercial

Concept Artist - Environmental Designs, Matte Paintings, and Style Development.

Advertising

Concept Artist - Promotional Art, Concept Design, Characters and Illustrations.

Atomic Fiction 2012.

The Walk

Concept Artist - Style Development, Key Art.

S k i l l s

Soft

Illustration Prop Design Character Design Environmental Design Storyboard
Look Development Logo Design Branding Traditional Art Background

Hard

Photoshop Maya Keyshot Premiere ZBrush

E D U C A T I O N

Art Institute of CA-SD 2007

Watts Atelier 2007

LAAFA 2007

LaserLife - (continued)

Art Director - Concept Design and Style Development

Runner Bit Trip Runner 2

Concept Artist - overall world building and style development.

Tyler West Studio 2012. 2014

Disney's Wreck it Ralph

Concept Artist - Environmental Designs

Warface

Concept Artist - Promotional Art

Microsoft 2012

(unannounced Titles)

Concept Designer - Augmented Reality

Blue sky designs for AR.

Development includes - Concept Design, UI, Engine Scope, Promotional Campaigns, Logo Design

SCEA 2007-09

God of War II //Twisted Metal

Killzone 2 // Ratchet and Clank Future 2

Socom // Motorstorm

Playstation Move// Drake's Uncharted

Concept Artist - Concept Design, First Party Pitches, Cinematics, Storyboards, Motion Comics, Promotional Campaigns

LucasFilm 2011.

Strange Magic

Concept Artist - Concept Design, Environmental and Key Art

ImageMovers 2010.

Yellow Submarine

Concept Artist - Concept Design and Key Art

Mars Needs Moms

Concept Artist - Concept Design