

# 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

Socrom // 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