

Titus Simirica

Concept Designer / Illustrator

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Portfolio | www.Titus-Concepts.com

PERSONAL STATEMENT

I'm a Concept Designer & Illustrator from Chicago Illinois (USA). My main passion is creating, constructing and designing. When I design, I focus on functionality and many psychological factors which in the long run create timeless designs. This passion has brought me to appreciate and study multiple facets of design from industrial, architectural, graphic design and many more disciplines.

I have over 4 years of experience working as a freelance and studio Concept Designer contributing to many projects with my artistic and production management knowledge

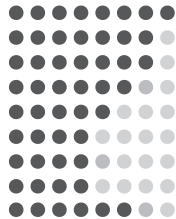
PROJECTS

- Mortal Kombat X** (360, PS3)
- Dragon Front** (Oculus Rift)
- Horn** (Mobile)
- Trisaga Wars** (Mobile)
- Silent Scope** Cancelled (360, PS3, PC)

SKILLS

01 Computer

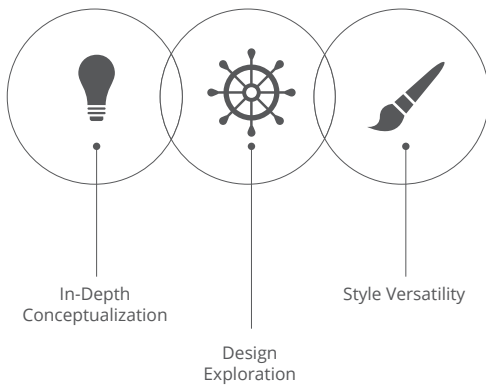
Adobe Photoshop
Cinema 4D
3DS Max 2015
Adobe Illustrator
Unreal Dev Kit
After Effects CS6
Perforce
Serena TeamTrack
Microsoft Office



02 Knowledge

Matte Painting
3D Model Sketching
Color and Light
Mechanical Design
Architectural Design
Weapon Design
Character Design
Environment Design
Charcoal Drawing
Traditional Painting

SPECIALITIES



ACHIEVEMENTS

- **8 Time "Employee of the Moment" winner**
WMS Gaming
- **Most outstanding Student Organization Award**
Illinois Institute of Art - Schaumburg
Founder of "Conceptual Alchemists"
- **Leadership Certificate Program**
Illinois Institute of Art - Schaumburg

WORK EXPERIENCE

High Voltage Software | July 2015 - November 2015

Concept Artist

- Collaborated with the Art Director on multiple concepts (characters, creatures, and vehicles)
- Utilized Cinema4D (3d package) to facilitate concept designs
- Provided 3D Modelers a base mesh of concepts

TriSun Games | November 2013 - April 2015

Concept Artist & Illustrator

- Collaborated with the Art Director to establish a unique and compelling design style for the weapons, armor and visual effects of Trisaga Wars.
- Provided knowledge of trending designs to keep the overall look and feel of the game fresh.
- Created high polished illustrations and visual effects to serve as front end game

Phosphor Games | March 2012 - July 2012

Concept Artist / Storyboard Artist / Cinematic Artist

- Brainstormed with the Art Director to develop the main character of Horn (mobile game).
- Developed storyboards and style for the in game cinematic
- Designed UI elements, item icons and weapon concepts.

Day1 Studios LLC. | September 2011 - December 2011

Concept Artist

- Created concepts of props, weapons, environments and in game graphic art for a next gen remake of Konami's Silent Scope Arcade game.

WMS Gaming inc. | September 2010 - September 2011

Producer Intern

- Managed game asset inventory and its delivery to 3rd party studios for mobile porting
- Coordinated Jurisdictional meetings and aided studios through legal approval processes

WB Games Chicago | January 2010 - April 2010

Concept Artist Intern

- Worked under Mike Tassie as a Concept Artist working on Mortal Kombat X
- Worked with Maya and Unreal Engine to bring some of my concepts into the game as a functional asset.
- Designed Characters, Creatures and Weapons with high level design team.

EDUCATION

- **Learn Squared**
Environment Painting with Maciej Kuciara
From February 2016 - Current
- **The Illinois Institute of Art - Schaumburg**
Game Art and Design
From September 2007 to September 2011.
- **School of Representational Art**
Classical Life Drawing and Sketching
Summer 2010

HOBBIES & INTERESTS

