

Titus Simirica

Concept Artist

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Portfolio | www.Titus-Concepts.com

PERSONAL STATEMENT

When I was little I would analyze and deconstruct my toys to understand how they worked. To this day I attribute this activity that stressed my parents to no end to be the reason why I'm a concept artist today. I dream of worlds that are different than ours and get lost in tangents of what things, people, and cultures may lie in these unexplored worlds. I desire to learn more and love the idea that my passion allows me to be a Scientist for a day and an Architect the next.

My ultimate goal is to create believable worlds that make viewers fantasize of the different possibilities that could be explored in the universe

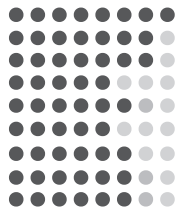
PROJECTS

- Forza Motorsport 7 (XBOX, PC)
- Mortal Kombat 9 (360, PS3)
- Dragon Front (Oculus Rift)
- Horn (Mobile)
- Trisaga Wars (Mobile)

SKILLS

01 Computer

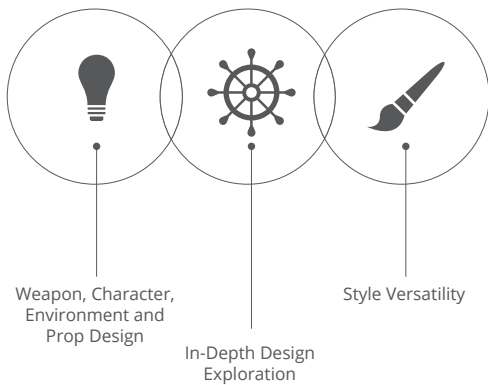
Adobe Photoshop
Blender
Substance Painter
Unreal Dev Kit
Adobe Illustrator
After Effects CS6
Perforce
Microsoft Office
3DS Max



02 Knowledge

Matte Painting
3D Prototyping
Color and Light
Mechanical Design
Architectural Design
Weapon Design
Character Design
Environment Design

SPECIALITIES



ACHIEVEMENTS

- 8 Time "Employee of the Moment" recipient
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

Lakshya Digital | January 2020 - Current

Senior Concept Artist

- Created a test bed to help inform and improve mindsets of artists to be successful in approaching RTX and next gen game development from an artistic stand point.
- Worked with client to create designs that fit with the studio's overall goals to create relevant and meaningful concept art.

Turn 10 Studios | July 2016 - January 2020

Concept Artist

- Create envisioned environments and spaces in a photo real style for Forza Motorsport 7
- Creating artwork and provided art direction art departments to raise the visual quality of the franchises.

High Voltage Software | July 2015 - November 2015

Concept Artist

- Collaborated with the Art Director to create a variety of concepts for characters, creatures, weapon and vehicles.
- Utilized 3D software to facilitate concept designs which were later ingested into game pipeline.

TriSun Games | November 2013 - April 2015

Concept Artist & Illustrator

- Collaborated with the Art Director to establish a design direction 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 competitive.
- Created high polished illustrations and visuals to serve as front end assets.

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 guide for the in game cinematic
- Designed weapons, characters and UI elements

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.

EDUCATION

- Learn Squared
● Environment Painting with Maciej Kuciara
February 2016
- 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

