

Gregory Mitchell

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Software: Photoshop, After Effects, Medium, Harmony, Storyboard Pro, Slides, Docs

Hard Skills: Concept Art, Illustration, Storyboards, Character Design, Environment and Prop Design, Color and Light Design, Character Animation, Graphic Design

Soft Skills: Artist Management, Leadership, Client Negotiations, Presentations, Critical Thinking, Team Player, Self Motivated

Education

2009 – 2013: **Savannah College of Art and Design** (SCAD). Atlanta, Georgia – Bachelors of Fine Arts in Animation.

2013: Environment Sketching for Production instructed by Armand Serrano, CG Master Academy (CGMA)

2015: Figure Drawing instructed by Glenn Vilppu, Animation Guild

2015: Analytical Figure Drawing instructed by Ron Lemen, Los Angeles Academy of Figurative Art (LAAFA)

2015: Storyboarding for Animation instructed by Pascal Campion, Center Stage Gallery (CSG) 2015:

Fashion Figure Drawing instructed by Gregory Weir Quinton, Quinton Studios

2018: Color and Light instructed by Nathan Fowkes, Schoolism

2019: Color and Light instructed by Dice Tsutsumi and Robert Kondo, Schoolism

2021: Stylized Character Painting by Ahmed Aldoori, Character Painting by Sam Smith

Experience

2018: Google, Immersive Arts - Concept Artist

Initial concept artist that spearheaded multi million dollar AR/VR app to enhance trillion dollar online fashion market including Zara, H&M and Old Navy. Created over 1000 character mannequin concepts using traditional/digital drawing (pencil and paper, Procreate, Photoshop) as well as digital sculpting (Z Brush). Collaborated with Google's in house creative director, design team and research & development team to craft concepts based on user feedback. Contribution on this project shaped the design language of nearly every AR/VR mannequin the fashion industry uses and is expected to increase sales by 37% (over 9 billion + dollars).

2023 - 2025: Ainsworth Game Technology – Game Artist

Created game idea and led all art for class 3 HHR game **Coin Kingdom** on debut Raptor cabinet (<https://www.agtslots.com/us/games/coin-kingdom-aztec>).

Concepted and produced visuals for Coin Kingdom game creating both still and animated content. Profitable game results (over 2x house for over 6 months) led to agreement with Golden Route Operations for an up front payment of 6.8mil. Worked with a team of artists on numerous other slot game titles. Pitched "Cash Out Miami" game idea that garnered attention from Ainsworth global leadership and worked with VP of Online Games and Head of Studio Texas to create novel pitched casino game.

2019 - 2020: Scopely (formerly Global Worldwide) – Concept/2D Artist

Shipped Google "editors choice" 1 mil+ plus downloads mobile game **Kingdom Maker** (https://play.google.com/store/apps/details?id=com.gww.km&hl=en_US&gl=US).

Sole concept artist to render ideas of characters, sets and props in full paint or line work. Concepted characters and props to lead 3D and Animation teams under Art Director. Utilized Unity to implement props into the game. Illustrated artwork for marketing and promotional material. Worked with the tech team to ensure that all in game art elements worked seamlessly.

2020 - 2023: Bees Social – Art Director

Developed the look and design for cryptocurrency card game SWARM (unreleased). Managed worldwide talented team of artists to create illustrated cards as NFT's and 3D character models. Worked with tech team to implement 3D models of characters into Unity. Managed up to crypto business leaders to sell originally created intellectual property SWARM world. Set up VR galleries in Alt Space showcasing card designs.

2018 - 2025: Topgolf Media – Digital Artist

Concepted equipment and promotional materials under Creative Director for **World Golf Tour** (<https://www.wgt.com/>).

Used in house software to bring professional golf courses like PG National and Torrey Pines into playable game.

2016 - 2017: Atlantic Records, Indie Pop - Animation Director / Illustrator

Directed team of 7+ contractors under creative director to create short animated films for DJ Bear Grillz and KSHMR. Animated shorts played for over 500,000 people at various festivals (Coachella, Camp Flognaw, ect.) Assisted in animation using ToonBoom Harmony/After Effects. Animation was done in 2D with non-destructive workflow to be revised by all team members. Illustrated album covers and promotional art for superstar musicians Kyle, KSHMR, Yuna and Lil Yachty. Illustrated and designed "Kiraku: Journey to the Light" 40 page promotional graphic novel for **Billboard 100 top 20 artist Kyle** (<http://superduperkyle.com>) to be released with Platinum single "I Spy." (<https://www.billboard.com/articles/columns/chart-beat/7752327/hot-rap-songs-kyle-ispy-hits-number-one>).

2014 - 2015: Refinery Creative - Illustration Intern/ Junior Illustrator

Led theatrical movie poster illustration campaigns for clients including Disney, Warner Bros., Fox, Paramount and AMC using hand drawn traditional mediums (Pencil and Vellum). Contributions led to green lit multi million dollar photographic advertisement campaigns on films like **Chappie**, **Rio**, **Peanuts**, **Kingsmen** and **Star Wars: Rebels** series. Worked with 10+ team of art directors to develop key art ideas and finished most full campaigns within a month. Managed freelance illustrators to adhere to company style and production methods. Assisted in graphic

design for box art mechanicals. Reported directly to CEO.

2013: N2N Services Inc. – UI Designer/ Lead UI/UX Designer

Spearheaded the design and workflow of 7-figure higher education app “N2N Mobile.” Directed 30+ member onsite and remote development team in implementation of designs as well as attending conferences and entertaining prospective clients to display the power of N2N’s mobile apps. Collaborated designs directly with college CIO’s. Reported directly to the CEO.

Honors, Awards and Shipped Games

2024: Shipped Coin Kingdom series (US Class 3 HHR casinos)

2020: Shipped Kingdom Maker (mobile)

2018: Shipped World Golf Tour (mobile)

2018: Google AR/VR Fashion Design Concept Pick

2016: Shipped Cyber Hero League (mobile)

2015: Key Art Award for Disney Star Wars Rebels Pitch with Refinery Creative

2014: Refinery Creative Illustration Contest Winner

2013: Blue Sky Studios International Visual Development internship finalist

2013: AT&T UI/UX Design Pick at N2N Services