



JASON SCALFANO

SUMMARY

Multifaceted Artist and Designer with strong vision, artistic and technical skills, and the disposition to happily lead or follow as is best suited for the project. Energized by problem solving, inspired by a team effort, and devoted to personal and professional integrity.

EXPERIENCE & PROJECTS

Battleground Warriors - Lead Artist

02/2023 – Current

- Rebranded new mobile game production studio.
- Developed art direction, tone, and lore.
- Produced concept art, illustrations, and 3D models for characters, environments and props.
- Assisted team in adopting SCRUM workflow and project management.

Dark Skies Of Willowtown – Producer, Artist

01/2021 - Current

- Realized project vision through concept art and writing, and ensured vision was intact throughout production.
- Closely collaborated with project members to identify and quickly address problems through SCRUM workflow.
- Met with team weekly to provide detailed project reports.
- Developed and followed baseline project plan for task completion.
- Modeled, sculpted, and textured optimized meshes.
- Created style and modeling guides for art team.
- Composed all music, wrote dialogue, and designed/illustrated UI.

In The Xixian Shadows - Producer / Lead Artist

01/2019 - Current

- Pitched original concept for ITXS, a biomechanical scifi-horror board game.
- Researched industry trends and evaluated competitive products.
- Developed art and design concepts.
- Wrote lore and composed music to create a world for player immersion.
- Designed and fabricated premium game box using woodworking experience.

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LINKS

- <https://www.scalfano.com/>
- <https://www.linkedin.com/in/jasonscalfano>

SKILLS

- Autodesk Maya
- Substance Painter / Designer
- Pixologic Zbrush
- Unreal Engine 4
- Logic Pro X Studio
- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Adobe After Effects
- Toon Boom Animation

EDUCATION

06/2022

Savannah College of Art And Design

Savannah, GA, Georgia

Bachelor of Fine Arts: Interactive Design and Game Development

- 3.89 GPA
- Magna Cum Laude graduate
- Academic Scholarship Recipient
- Dean's List 2019-2022

- Used experience with print services and laser cutting to design and create game pieces and cards.

Datatek Reprographics - Graphic Designer / Print Technician

03/2016 - Current

- Developed creative design for print materials, banners and signs.
- Operated Océ Arizona printer, Mimaki roll printer, and Graphtec vinyl cutter.
- Created digital image files for use in digital and traditional printing methods.
- Met with clients to present mockups and collect information for adjustments.
- Built corporate brands by designing cohesive logos, signs and letterheads.

Whisper Box - Producer, Lead Artist

04/2020 - 06/2022

- Wrote game storyline and dialogue, designed mechanics, composed music.
- Used professional design tools to illustrate and animate enemy sprites.
- Created level backgrounds, interactable objects, UI.
- Designed unique sounds through use of vintage text-to-speak and synthesizer processes.

Medgunner - Lead Artist

01/2018 - 06/2018

- Set and maintained high standards of quality over set of 52 cards for educational game for medical students.
- Collaborated with client to create all cohesive with project vision.
- Achieved positive client relationship by maintaining communication and providing quick revisions.

Quist - Illustrator

10/2013 - 10/2014

- Painted portraits of queer historical figures for app and its merchandise.
- Determined appropriate designs for printing to create high-quality products.
- Delivered thumbnails, proofs, and final works on time with time for final revisions.

05/2014

Savannah College of Art And Design

Savannah, GA, Georgia

BFA: Illustration, Drawing

- 3.9 GPA
- Summa Cum Laude graduate
- Academic. Scholarship Recipient
- Dean's List 2010-2014

AWARDS, PUBLICATIONS & EXHIBITS

- Best Concept Art - Entelechy Awards - 2022
- 2nd Place Best 3D Game - Entelechy Awards - 2022
- Best Board Game - Entelechy Awards - 2020
- Student Award - Applied Arts - 2015
- Applied Arts Awards Exhibition - 2015
- Published in SCAD Illustrious - 2015
- SCALFANO Solo Exhibition - Gallery Le Snoot - 2014
- Published in Juxtapoz Magazine - 2014
- 2nd Place - Gallery Le Snoot "3 Little Prints" - 2013
- Published in RE:Magazine - 2012
- 1st Place - 3M Art Contest - 2010