

Anthony Maligno

2345 Wawona St, San Francisco, CA 94116

(352) 275-1027

tonymaligno@gmail.com

www.tonymaligno.com www.tonymaligno.blogspot.com

www.linkedin.com/in/tonymaligno

OBJECTIVE

An Art Director position in video games, social games, or related areas of digital entertainment including mobile games and entertainment media.

SKILLS

Managing artists in UI/2D/3D, Illustrator, Photoshop, Flash, Actionscript basics, HTML, inDesgin, Dreamweaver, After Effects, Metrics driven design, Google Docs

SUMMARY OF QUALIFICATIONS

Digital Artist with over 10 years of experience with a broad background in many aspects of digital art including: graphic design, UI, illustration, 3d modeling, animation and game development for web sites, online educational games and social games. Experience using agile development and the SCRUM methodology in the production process to manage teams between 5-16 artists. A passion for gaming. Excel at working creatively under time restraints whether within a team or independently. Excellent organization and communication skills. Capable of extracting actionable information from metrics sales data and translating it into virtual good creation that will increase revenue

PROFESSIONAL EXPERIENCE

Smule, San Francisco, CA November 2011 – Present

Contract Art Director/Digital Artist

-Unannounced iphone music game

- Responsible for overhauling the visual style for entire product
- Worked closely with programmers and producers to refine gameplay and animation pipeline
- Responsible for: 3Danimation, character development, 3D asset creation and Ui/UX

Google/Youtube, San Francisco, CA June 2010 – November 2011

Art Director

Super Poke Pets (Facebook, Myspace, Hi5, Beebo),

Pool Party and Photovine (both iphone apps not games)

- Oversaw production of design on photovine and Poolparty iphone apps still in closed beta.
- Worked on Super poke pets social game on Facebook.
- Managed and supervised the creative process for 16 artists including: brainstorm, critiques, meetings with external contractors and delegation of lead roles within the team as well as micro teams focusing on targeted content.
- Managed art team schedule to ensure consistent delivery of assets for production
- Worked closely with the executive producer and metrics team to guide the creation of content to

maximize the revenue per user based on existing sales trends of virtual goods

- Managed external art production of 3 remote Asian contracting teams

The Broth, San Francisco, CA July 2009 – July 2010

Art Director

Barn Buddy (Facebook, Myspace, Hi5, Beebo)

- Worked on Barn Buddy farming app/social game on Facebook, which earned Top 10 recognition in Fall of 2009, as well as numerous smaller social games.
- Created 2D art assets from concept to finalized in-game assets
- Designed UI in game and worked closely with programmers to ensure functionality and clear design
- Managed art and design team schedules, critiques to ensure consistent delivery of assets for production.
- Worked closely with the CEO to guide creative direction of product and help plan product timeline
- Managed external art production of remote Australian office

360Ed, Inc., Orlando, FL 2007 – July 2009

Art Director

Burn Center (PC/Web); Conspiracy Code (PC/Web); Conspiracy Code: Mind Bender (PC/Web)

- Created art character and environment assets from concept to finalized in-game assets
- Designed all UI in game and worked closely with programmers to ensure functionality and clear design
- Responsible for maintaining art style throughout all 360Ed titles
- Managed art team and contract artists schedules and critiques to ensure consistent delivery of assets for production and consistency in visual style
- Storyboarded and edited all video for cinematics
- Supervised all lighting in game

EDUCATION

University of Central Florida, Orlando, FL 2007

- Master of Science in Interactive Entertainment
- Lead Artist on two capstone game projects (akin to a Master's Thesis)

Flagler College, St. Augustine, FL 2003

B.S. in Graphic Design, minor in illustration