

Sven Bybee

Email: shazrak@hotmail.com
Phone: 703-344-5006

CONCEPT ARTIST • ILLUSTRATOR • GRAPHIC ARTIST

KEY SKILLS

Graphic Arts

- ◆ Photoshop / Body Paint / 3D Studio Max
- ◆ Digital Paintings and Drawings
- ◆ Digital Enhancement of Images
- ◆ UI and Game Maps Design
- ◆ Advertisement design
- ◆ Web Graphics
- ◆ Customized logos

Illustration

- ◆ Portraits
- ◆ Full Wall Murals
- ◆ Concept Art
- ◆ Character Design
- ◆ Storyboards
- ◆ Fashion Illustration

PROFESSIONAL EXPERIENCE

EA Mythic – Fairfax VA

Concept Artist, 1/2007 – Present

- ◆ Created Concept Art for the PC game “Dark Age of Camelot.”
 - ◆ Created Concept Art for the PC game “Warhammer Online.”
 - ◆ Created Character Model Textures for armor sets within “Dark Age of Camelot.”
 - ◆ Created Character Model Textures for armor sets within “Warhammer Online.”
 - ◆ Created User Interface Icons for player attacks and abilities within “Warhammer Online.”
 - ◆ Created in game map designs and style guide for “Warhammer Online.”
 - ◆ Assisted in the design of a PvP scenario (battleground) for “Warhammer Online.”
 - ◆ Designed book cover concepts which became the basis for Warhammer Online’s Collector’s Edition manual cover, Art Book cover, and Graphic Novel cover.
 - ◆ Created the symbol which will be used on box cover for the future expansion of “Warhammer Online.”
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REAPER MINIATURES, INC. - Lewisville, TX

Contract Artist/Illustrator, 1/2003 – 2007

I was a freelance contract artist for Reaper Miniatures, working on art for their Warlord game; a miniatures-based strategy war game similar in concept to Warhammer Fantasy.

- ◆ Created twenty full color, digital graphic illustrations of game characters based off from pewter figurines for the warlord published game manual. These were done entirely in Photoshop so they could be quickly utilized by their printer. These pieces of art can be found in the “Warlord: Core Rules” manual for the game.
 - ◆ Created a full color, digital graphic illustration for the cover of “Casket works” Reaper Miniatures product magazine. This piece was published as the cover for magazine issue 12 of summer 2003.
 - ◆ Created five full color, digital graphic Illustrations for the covers of hardback warlord gaming manuals “Necropolis”, “Reven”, “Crusaders”, “Nefsokar”, and “Overlords” published by Reaper Miniatures Press.
 - ◆ Rendered eleven full color images based from pre-drawn character pencil sketches. These works were published in the Reaper Core gaming Manual for the Warlord game.
 - ◆ Altered and improved upon Reaper stock-artist sketches to correct perspective, posture, and details. Additionally, I took these existing sketches and fleshed out the basic designs, giving the characters life and personality, increasing their presence in the Reaper gaming manuals and magazines in which they were published.
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SHADOW-DRAGON ILLUSTRATION & DESIGN. -Orlando, FL

Freelance Graphic, 1/1998 – Present

- ◆ Painted Wall Murals for Clients within their Houses. These included landscapes, children's art, and faux interiors (castles, cottages, etc.)
- ◆ Drawn/Painted Traditional Japanese Artwork for Clients used for interior decor.
- ◆ Drawn/Painted Character Designs and Portraits for Client's MMORPG characters by commission. Various MMORPG game genres include EverQuest, Dark Age of Camelot, World of Warcraft, etc.
- ◆ Drew 10 specified portraits of Composers and Pianists for a famous concert Pianist, David Glen Hatch.
- ◆ Created customized product logos and company logos for a software application for a large corporation.
- ◆ Designed Websites and Web Graphics for Companies, Gaming Organizations (guilds), and private Clients by contract.
- ◆ Drawn/Painted Story Illustrations for fictional stories and creative writings written by Liu Jin.
- ◆ Illustrated Creatures and Monsters for a unpublished pencil/paper RPG game.

EDUCATION AND
PROFESSIONAL TRAINING

- ◆ Illustration and Design Major – BYU Idaho, Rexburg Idaho – 1997
- ◆ High School Diploma – Orem High School, Orem Utah - 1994
- ◆ Additional Training:
 - Body Paint Basics
 - 3D Studio Max Basics

MISCELLANEOUS

- ◆ I have designed RPG games & worlds as a hobby and for personal use. I also happen to be a avid online gamer who has been engrossed and fascinated by the Fantasy and Medieval genre. My background is rich in Fantasy and happens to be my passion.
- ◆ Among my various hobbies I have studied ancient cultures, weapons, armor, and other related material. Through these studies I have developed a deep interest in sword smithing, and for years have studied and designed various weapons and swords.

PROFESSIONAL
REFERENCES

- ◆ Copy samples of artwork and graphics available upon request.
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