



US Army Veteran turned driven professional Digital Artist, Illustrator and Designer with significant In-house and Freelance experience in Game Art and Design, Comic Book Illustration, Print and Apparel Design, Graphic Design, and Corporate Identity.

## EXPERIENCE

### Eric Kenney Creative, Woodstock, Ga - *Digital Artist & Illustrator*

June 2007 - PRESENT

Working as a Freelance Digital Artist, Illustrator, and Graphic Designer on a multitude of projects for numerous individuals and clients including:

Terminal Button Prod. | Broken Column Games | Blacktooth Studios  
Geekaholic Apparel | Caldwell Electric Co | Artistic Image | Armor Fight Gear

### XDS Development Services, Alpharetta, Ga - *Game Artist*

April 2016 - September 2018

Working in-studio as an Illustrator and Graphic Designer, concepting, creating, and reskinning GUI, Belly Art, and Icons for a multitude of Casino games for use on Mobile, Desktop, and Kiosk for domestic and international release.

### Rapid Reality, LLC., Marietta, Ga - *Game Artist & Designer*

April 2005 - June 2007

Developed character and environmental concept art & illustrations for use in modeling, packaging, advertising, UI and storyboards.

Participated in game development process from preproduction to launched product, cultivating product scenarios and ideas in team-oriented environment. Expanded knowledge and credit as a visual effects artist, sound/music designer, and game designer.

## EDUCATION

### Art Institute of Atlanta, Dunwoody, Ga - *Media Arts and Animation*

January 2002 - December 2002

### South Gwinnett HS, Snellville, Ga - *Diploma w/Graphic Arts Vocational Seal*

September 1991 - June 1995

## MILITARY

### US ARMY (Active Duty), 1997 - 2000 - *Honorable Discharge - Protected Veteran*

### US ARMY RESERVE, 2001 - 2005 - *Honorable Discharge*

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(404) 966-8530

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Portfolio:

[EricKenneyCreative.com](http://EricKenneyCreative.com)

[Linkedin/ erickenneycreative](https://www.linkedin.com/company/erickenneycreative)

## EXPERTISE

Practical Knowledge of  
Adobe Photoshop, Illustrator, After  
Effects and InDesign

Concept Art & Illustration

Composition & Layout

Game & UI Design

World Building

Research and Development

Project Production Pipeline

## SKILLS

Passionate

Forward Thinking

Deadline Proficient

Detail-Oriented

Team Builder

Versatile

## INTERESTS

Illustration

Musician & Songwriting

Creative Writing

Board Game Enthusiast

Avid Gamer

Comic Book Encyclopedia

## REFERENCES

Will Burns, AAA Concept Artist

[WILLBURNSART@GMAIL.com](mailto:WILLBURNSART@GMAIL.com)

Annie Stegg Gerard, Fantasy Artist

[ANNIESTEGER@GMAIL.com](mailto:ANNIESTEGER@GMAIL.com)

Nick Bradley, Graphic Artist

[SIMPLEMINDED3D@GMAIL.com](mailto:SIMPLEMINDED3D@GMAIL.com)

Nathan Knaack, Content Designer

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