

L Y N N E G U R A

A R T D I R E C T O R

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GAME INDUSTRY SPECIALIST IN ART

As a dedicated professional well-versed in the complexities of the game industry, my passion lies in achieving excellence in game development. With a proven track record as a veteran Art Director/Manager, I have successfully led teams across diverse gaming platforms. My expertise extends to the successful revitalization of creative divisions in multiple studios, showcasing my ability to navigate and enhance various projects spanning Mobile, Social, PC, Console, Slot, and Arcade Games.

QUALIFICATIONS

- Leadership & Management
- Collaborative Excellence
- Quality & Style Guide Adherence
- Project Management
- Process Optimization
- Artistic Proficiency (2D/3D)
- Training & Mentorship
- Marketing Art Direction

ACCOMPLISHMENTS

In my recent position at Kongregate, I orchestrated the leadership of two pivotal departments—Art and Design—simultaneously holding the role of Art Director for the Animation Throwdown studio project. Managing both the Design and Art teams, I meticulously refined role definitions to align with each individual's unique specialties. Throughout my career, I've managed the career paths of numerous artists and designers, each entrusted with highly diverse and challenging responsibilities. By redefining role definitions tailored to each artist's focus, I've elevated team dynamics and individual growth.

In my career I've proudly overseen the completion of 29 games, where my leadership played a pivotal role in 19 projects as the Art Director or in a Senior Management capacity. My professional journey also includes contributing to established brand and licensed products such as Rango, Star Wars, and Star Trek games.

Distinguished by my versatility, I've successfully navigated nine different target platforms and eleven distinct game genres, showcasing adaptability and a broad skill set. On every project, I proactively collaborated with designers and engineers to enhance the player experience and fostered interdependent team relationships. My adept conflict management skills have consistently preempted and resolved relationship issues, ensuring a harmonious and productive work environment.

STUDIO DETAILS

Kongregate – Global remote company

Art and Design Department Manager

February 2022 to November 2023

- Led the successful management of internal Artists and Designers across two studio projects.
- Ensuring robust communication between internal teams and external counterparts spanning India, Chile, Mexico, and Argentina.
- Spearheaded the recruitment of key leadership positions, consistently making excellent hires for our studio.
- Developed tests and comprehensive tracking documentation to onboard multiple international studios for our prestigious upcoming title.

Credited Social Games at Kongregate:

Animation Throwdown: Art&Design Department Manager, Art Director, Sr. Art Contributor

Unannounced Licensed IP CCG: Art&Design Department Manager

PIXELated PETS, LLC. - Tucson, AZ

E-COMMERCE SHOP- Owner/Creator

December 2020 to Present

- Pioneer of a cutting-edge clothing and merchandise emporium showcasing exclusive Pet characters, each possessing distinctive personalities and narratives.
- Spearheaded the branding, original art, and style approach for a distinct and captivating identity.
- Architect of the playful website design for Pixelated Pets, ensuring an engaging and immersive user experience.
- The driving force behind the impactful social media marketing launch campaigns to elevate the brand's presence.

MOBILE DELUXE, Santa Monica, California

SOCIAL GAMES – Art Director

April 2012 – September 2019

- Spearheaded the visual transformation of seven prior games for Mobile Deluxe, ushering in a fresh look and feel.
- Achieved remarkable success with Solitaire Deluxe 2, propelling it to a consistent top 10 iOS card game and ultimately reaching the coveted #1 spot in its category.
- Orchestrated cohesive game styles across diverse genres, managing both external and internal art teams for projects like 'Pop Farm,' card games, and slot games like Big Win Slots.
- Guided the career paths of artists with precision, defining roles and objectives to foster professional growth.
- Pioneered a new marketing vision for multiple games, including art for app store images, game icons, banner ads, and interstitials.
- Crafted an Art Bible for Solitaire Deluxe 2, the studio's flagship game, ensuring a unified and enduring creative vision.

Credited Social Games at Mobile Deluxe:

Solitaire Deluxe 2: Art Director, Sr. Art Contributor

Sudoku Deluxe Social: Art Director, Sr. Art Contributor

Triple 7's Casino Slots: Art Director, Sr. Art Contributor

Big Win Slots: Art Director, Sr. Art Contributor

3 Reel Slots Deluxe: Art Director, Sr. Art Contributor

Pop Farm: Art Director, Sr. Art Contributor

Jewel Factory: Art Director, Sr. Art Contributor

FUNACTIX, Marina Del Rey, California

SOCIAL GAMES – Studio Art Director

September 2010 - October 2011

- Established and managed the California branch of Funtactix, overseeing the entire relocation process.
- Built and led a dynamic team of internal core artists, concurrently managing and art directing thirteen outsourcing artists.
- Navigated the career paths of artists, defining roles and objectives to facilitate professional growth.
- Achieved a milestone in November 2011 with the completion of two internet-based social games, one interfaced through Facebook and the other licensed from the movie Rango. Rango: The World launched on the movie's premiere day.
- Collaborated with co-writer Jim Byrkit and Paramount's Producer to ensure the art style exceeded studio expectations.
- Maintained a track record of consistently delivering art content on time with Paramount-approved excellent quality.
- Provided pivotal art direction and creative vision for various projects at Funtactix, contributing to their success.

Credited Projects at Funtactix

Rango: The World: Art Direction

Mission Impossible: The World: Art Direction

PETROGLYPH GAMES, Las Vegas, Nevada

GAME DEVELOPMENT – Creative Director

May 2007- August 2010

- Spearheaded the expansion of the art department, elevating the team from 4 to 25 artists.
- Demonstrated extensive proficiency in outsourcing, skillfully coordinating complex production schedules both externally and internally.
- Guided artists along their career trajectories, establishing clear roles and objectives to foster their professional development.
- Proven highly effective in conflict resolution, navigating challenges with artists and fostering positive interdepartmental relationships.
- Innovatively created and coordinated art classes, enriching the team's skills in modeling, texture painting, animation, and FX.
- Made substantial contributions as a Senior Artist, handling overflow artwork essential for meeting deadlines in various areas such as manuals, web-art, board game art, 3D models, texture creation, and concept art.

Credited Projects at Petroglyph

End of Nations, PC MMO/RTS: Art Development Director (A.D.D.)

Mytheon, PC: Art Development Director

Universe at War: Earth Assault, PC: Art Manager

Panzer General Russian Assault, Boardgame: A.D.D. and Senior Artist

Heroes of Grazia, Boardgame: A.D.D. and Senior Artist

Gaurdians of Graxia, Boardgame: A.D.D. and Senior Artist

WMS GAMING, Las Vegas, Nevada

CASINO GAME DEVELOPMENT - Art Director

May 2006 - May 2007

- Oversaw the artistic direction of the Las Vegas division's gaming portfolio at WMS Gaming.
- Established and defined visual standards for various Slot gaming products, ensuring a cohesive and engaging visual identity.
- Implemented and maintained robust schedules across multiple overlapping projects, optimizing efficiency and meeting project milestones.
- Successfully managed and resolved technical issues within the Glass Division of WMS, ensuring seamless production processes.

HEARTWOOD STUDIOS, San Ramon, California

3D MULTIMEDIA PRODUCTION COMPANY – Creative Director

February 2005-December 2005

- Collaborated closely with clients to discern the intricate visual requirements for web, television, and print ad projects.
- Artfully directed projects, consistently surpassing clients' visual aspirations and expectations.
- Crafted and upheld realistic art schedules, ensuring the timely and efficient delivery of high-quality assets.
- Led the creative endeavors of over 16 external artists with a strategic and visionary approach, achieving exceptional outcomes.

Accounts Directed at Heartwood Studios

Slurpee: Frog campaign for PepsiCo. **UniPixel:** technology campaign
Harvester: marketing campaign for agent attire. **Patel:** medical litigation suit
Bay Bridge Project: Visualization for the future West Entrance. **Intel** print ad
Fastek: container technology campaign

EXPRESSION'S COLLEGE, Emeryville, CA

INSTRUCTOR: Fine Arts

Fall Semester 2004

- Developed a comprehensive syllabus for courses in Color Theory, Drawing I and II, Painting, and Figure Drawing, laying the foundation for an enriched learning experience.
- Instructed a class of 20 students two days a week for a full semester, imparting knowledge and fostering artistic growth.
- Conducted meticulous evaluations of each art student for every project, providing constructive feedback and tailored instructions for improvement.
- Administered grading for the Fine Arts class, ensuring fair and accurate assessment of each student's performance.
- Contributed to the educational legacy by submitting the syllabus at the end of the class for the benefit of future teachers and students.

LUCAS ARTS, San Rafael, California

GAME DEVELOPMENT – Lead Artist, Senior Artist

1999-2004

Lead Artist (Art Director)/Senior Artist

- Orchestrated the successful art direction for a sizable team of 45 artists throughout a demanding 11-month project cycle.
- Proactively identified and resolved critical path issues in collaboration with project Leads and the Director, ensuring the adherence to aggressive schedules.

- Skillfully maintained extensive task lists and managed external task dependencies for the entire art team.
- Effectively managed multiple creative groups, including user interface, concept art, environments, in-game models, storyboarding, and cutscene animations.
- Ensured the delivery of 'Lucas quality art' on all projects, fostering an environment of high morale and sustained momentum throughout each undertaking.

Credited Projects at Lucas Arts

Jedi Starfighter, PS2, Xbox: Lead Artist **Battle for Naboo**, Nintendo 64: Lead Artist **Battlefront**, PC: Senior Artist
Full Throttle II, PC: Senior Artist, level lead **RTX Red Rock**, PS2 **Sam and Max**, PC: Senior Artist

Additional Gaming Experience available upon request

COMPUTER SKILLS:

Maya

3DS Max

Blender (training)

Unity (training)

Adobe Photoshop

Adobe Illustrator

Adobe After FX

Adobe InDesign


Jira

Slack

MS Office

Google Suite

EDUCATION:

 Bachelors of Fine Art

 Iowa State University