

**Ty Ferrell**  
**York, PA**  
**outlawhue.com**  
**ty@outlawhue.com**  
**717-801-1939**

## Digital 2D and 3D Artist

I have over ten years of experience creating concept artwork and illustrations for multiple companies and clients such as Earth Wave Studios, Trouble Shoot Games, Imperium, and Digital Armada. I have efficiently worked with various team members possessing many different styles and methods to create a final product. With each project I adapt my skills to maintain a well-organized pipeline and meet deadlines on time.

## Skills

- Proficient with traditional drawing and oil/acrylic painting.
- Applied understanding of human anatomy, proportion, perspective, color theory, and gesture.
- Proficient with the following software
  - *Photoshop*
  - *Sketchbook Pro*
  - *Zbrush*
  - *Maya (polygon modeling and texturing)*
- Familiar and junior level knowledgeable with the following software

- *Maya (lighting, rigging, skinning, and animation)*
- *3DS Max*
- *XSI*
- *Modo*
- *Flash*
- *After Effects*
- Experienced multitasking and working effectively with team members.
- Highly organized and able to manage budgeted time.
- Quality driven providing artwork that exceeds expectation of clients.

## Clients

- **Inquisitive Crow Studios – Concept Artist/Game Card Illustrator – 2011 – present**
  - Create concepts for character and character attributes.
  - Rapidly create and revise concept sketches for illustrations.
  - Technically critique coloring, lighting and dynamic action of each game card to illustrate the idea clearly and gain interest of audience.
- **Chris Lin Entertainment – 3D Environment Modeler/Concept Artist – 2011**
- **Safety Squad children book series – Illustrator - 2011**
- **Earth Wave Studios - Lead Character Concept Artist -2009-2010**
- **Trouble Shoot Games – Environment and Prop Concept Artist -2008**
- **Digital Armada Game Studios – Industrial and Prop Concept Artist – 2007-2008**

**References given upon request**