

Rudy Adolfo
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(310) 400-6411

Experience

Freelance Artist

November 2007 – Present

- Designed multiple pixel art characters for the Nintendo DS game *Batman: The Brave and the Bold* and *Thor*.
- Created pixel art for an early alpha design for *Skullgirls*, a video game for Playstation Network and Xbox Live Arcade.
- Designed pixel art characters for students and independent game companies to be used in PC games, cellphones and tablets.

Designer – Pixel Artist

Replay Mobile – Las Vegas, NV

August 2006 – November 2007

- Lead artist for the mobile cellphone game *Medical Mayhem* (unreleased). Work included the full range of design work from concept sketches to final design for three different screen resolutions.
- Created icons and stylized backgrounds for the mobile cellphone game *Sex and the City* (released 2007). Work involved designing 20+ icons for the game field and 15+ versions of the New York City skyline.
- Collaborated with design team, product management, and the marketing department on design requirements.
- Promoted design thinking and advocated design principles and best practices.
- Lead the testing of the game and established QA guidelines to be used by in-house testers.
- Collaborated with project managers and development engineers to assess and prioritize issues.

Designer – Pixel Artist

MMJ Games – Las Vegas, NV

November 2004 – July 2006

- Integrated full motion video from the original arcade game, *Dragons Lair*, to pixel assets for the mobile cellphone version of this game. This involved working within strict memory constraints.
- Researched original game footage and designed scenes from the original arcade game to fit the mobile platform. The goal was to be faithful to the source material within difficult and strict constraints of cell phone memory capability.
- Created animation scripts for programmers that controlled the timing of animation frames.
- Created the different stages and the character design for the mobile cellphone game *Entourage Rooftop Golf*. Animated game interactions and managed a team of designers working on resizing of pixels for different screen resolutions.
- Created designs for puzzle game that was part of the *Sex and the City* franchise. Designed digital versions of the actors and actresses from the show.

Education

Bachelor of Fine Arts in Illustration, 1999-2004

Academy of Art University - San Francisco, CA

Technical Knowledge

Poficient with the following software programs:

Adobe Photoshop, Flash, Illustrator, Dreamweaver, Fireworks, Freehand, Microsoft Word, Excel, Powerpoint, Macromedia HomeSite, CorelDraw, QuarkXPress, HTML, FTP Programs, Autodesk Maya and 3D Max

Proficient with the Windows and Mac operating system.