

# COURTLAND WINSLOW

ILLUSTRATION | CONCEPT ART | DESIGN

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## EXPERIENCE

### **Art Lead** — Block Interval (*blockinterval.com*)

2014-ongoing

Providing concept art and illustration as well as artistic direction. Projects include the virtual reality game Life of Lon (*Vive, Oculus Rift, Google Daydream*)

### **Graphic designer** — Visit Philadelphia (*visitphilly.com*)

2017-ongoing

Providing graphic design, illustration and other creative services for the official tourism marketing agency for the greater Philadelphia region

### **Graphic designer** — Philadelphia Flyers (*NHL*)

2012-2017

Providing print, digital, and large format graphic design and illustration for the Philadelphia Flyers and other Wells Fargo Center events as part of an in-house agency

### **Art Lead** — JK GAMES, Super Puck Jam (*mobile game for IOS, Android and Amazon*)

Illustration, animation, game design

### **Illustrator, Concept Artist** — 32-20 Productions

Love & Terror on the Howling Plains of Nowhere (*film, 2014*)

### **Concept artist** — Coyopa Productions

Concept and storyboard illustration, illustration for animated interstitial segments

### **Concept artist** — Goodie Goodie Productions

Brotherly Love (film). Storyboard illustration and concept art

### **Freelance illustration, concept art and graphic design** — various clients

2008 - ongoing

### **Poster design / illustration intern** — Trocadero Theatre, Philadelphia

2007

## SKILLS

Illustration and concept art: 9+ years professional experience (digital and traditional media). Strong understanding of character design, composition, anatomical and organic form, and both realistic and stylized rendering. Experience in storyboard illustration. Skilled with various traditional media with a focus on ink and screen printing.

Graphic Design: 9+ years professional experience. Fluent in the use of Adobe Cloud and Wacom products in Windows and Mac environments, including Photoshop, Illustrator, InDesign, Animate (Flash), AfterEffects. Experience in HTML5, CSS, Javascript, and Bootstrap responsive design. Professional design experience includes print, large format, web, interactive animation, branding, packaging, direct mail, and more.

Experience with 3D concept sculpting in zBrush/Sculptris and in VR using Oculus Medium. Experience with texture and bump/normal mapping using Quixel suite. Experience creating concepts and gameplay design elements that are intended for virtual reality (HTC Vive, Oculus Rift, Google Daydream).

## EDUCATION

Bachelor of Arts - Art, graphic design concentration  
Millersville University, Pennsylvania