

Barry Prioste

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portfolio <http://artofbarryprioste.blogspot.com/>

Concept Art, Visual Development, Animation, Production Art and User Interface Design
Self motivated, organized and able to work with minimum supervision
Excellent communication skills and comfortable in a team oriented work environment

Experience

PlayFirst Inc • San Francisco, California

October 2005 – Present **Senior Artist**

As **Lead Artist**, completed *Diner Dash: Flo on the Go*, *Diner Dash: Hometown Hero*, *Fitness Dash*, *DinerTown Tycoon*, *Avenue Flo*

Worked with game designers, producers and engineers to create game prototypes used to gain approved budget for full production
Quickly generated temporary art, animation, and user interface for game prototypes
Worked with game designers to create art asset specifications for artists to follow
Developed artist work flow procedures for efficient asset production while maintaining the appropriate art style
Managed art tasks for internal artists, external contract artists, and overseas external art production houses to create final art
Created final art and animation assets
Worked with Art Director to give feedback to artists for revisions of final art if needed
Worked with Producer to manage final art delivery schedule
Trained and mentored staff artists as needed

As **Staff Artist**, completed *Diner Dash 2: Restaurant Rescue*

Created conceptual art to define the overall look and feel for game
Work with game designers to define and create game user interface
Work with game designers, producers and engineers to design project specifications
Design and create artwork and animation, based on project specifications
Work cross-functionally with engineers and producers to develop top-quality game assets

Kirkland Classic Cars • Kirkland, Washington

April 2009 **Contract Artist**

Designed and created logo for classic car restoration shop using Flash and Illustrator

Digital Praise Inc • Fremont, California

January 2004 – September 2005 **Contract Artist**

Created 2D and 3D animation and graphics for children's entertainment software
Redesigned licensed characters for CD-ROM in Flash
Worked with licensor to change characters to meet specific brand needs
Created character animation in Flash for CD-ROM
Designed Digital Praise company website
Created Digital Praise company logo animation in Flash

Products Completed

Adventures in Odyssey - Treasure of the Incas, *Adventures in Odyssey - Sword of the Spirit*,
Adventures in Odyssey - Great Escape, *FLO - Return of the Water Beetles*

Sensational Productions Inc • Union City, California

March 2004 – March 2005 **Contract Artist**

Designed and created logo for independent film company in Illustrator
Designed and created website for independent film company using Photoshop, Image Read and Dream Weaver

Lightsource Studios • San Jose, California

April 2004 – May 2004 **Contract Artist**

Helped to set up Flash art creation process for **Yahoo Avatars** project
Character animation in Flash for **Yahoo Avatars** project

The Learning Company • Fremont, California
January 1997 – January 2003 **Staff Artist**

As **Lead Artist**, successfully met art creation and delivery deadlines for **Reader Rabbit 2nd Grade** and **Reader Rabbit Toddler Upgrade** CD-ROM products

Worked with Game Designers to create concepts for game storylines and activities
Worked with Educational Specialists to create grade and age appropriate activities
Designed characters and activities for game screens
Communicated designs to contract artists using layouts and sketches
Worked with Art Director to maintain a consistent look within brands
Maintained art delivery schedule for internal and external contract artists
Created instructional documents of in-house art processes
Worked with Engineers to create art asset specifications for implementation/integration into engine

As **Supervisor of Digital Ink and Paint Department**, researched and helped implement new digital art pipeline using US Animation resulting in a 50% reduction in digital art production time

Set up Ink and Paint production schedule to meet fast paced deadlines
Acted as liaison between Producer/Lead Artists and Digital Artists
Maintained database of local contract artists
Supervised, trained and scheduled Digital Artists

As **Game Artist**, created top quality graphics and animation to meet fast paced deadlines

Created 2D animation and graphics for children's education/entertainment software
Followed art asset spec to create graphics to exact design/client specifications
Used Flash, Photoshop, Director, Illustrator to create activities, user interface and print graphics
Performed Digital Ink and Paint using US Animation
Scanned and cleaned animation to conform to model sheets by pixel pushing in 3DO Animator
Digitally color corrected scanned color art
Applied color and shadow to computer animation
Created and manipulated palettes for file optimization
Reduced colors in animation and graphics to specific 256 color palettes using Debabelizer
Assembled final animation and graphics in Director
Lip-synched animation using proprietary software
Delivered final art assets to Engineering Department for implementation
Delivered final art to Audio Department for the addition of sound effects, dialogue and music

Products Completed

Reader Rabbit's Complete Learn to Read System Upgrade, Reader Rabbit Toddler Upgrade, Star Flyers Alien Space Chase, Oregon Trail 5, Zoombinis Mountain Rescue, Reader Rabbit Website Learning Buddies Website, Reader Rabbit 2nd Grade, Cluefinders Math Upgrade, Cluefinders Thinking, Cluefinders Reading, Reader Rabbit's Complete Learn to Read System Cluefinders 5th Grade, Cluefinders 4th Grade, Cluefinders 3rd Grade

Program Knowledge

Adobe Photoshop	Adobe Flash	Adobe Illustrator
Adobe Image Ready	MAYA	3DO Animator
Macromedia Director	Macromedia Dreamweaver	Equilibrium Debabelizer
Toon Boom US Animation		

Education

San Jose State University • San Jose, California
B.S. Graphic Design – Illustration emphasis Graduated December 1996

Additional Training

Stephen Silver • Character Design for Animation
Marco Marengi • 3D Animation using MAYA
Nick Stern • Assistant Animation
Sheldon Borenstein • Life Drawing

Bobby Chiu • Digital Painting
Will Paicius • 3D Modeling using MAYA
Glenn Vilppu • Life Drawing, Quick Sketch, and Animal Drawing