



Concept/Illustration

**Caspian Lee Priebe**

chlorinesea@gmail.com

www.antipodeart.com

360-609-7220

**Skills**

- 3Ds Max, Maya, ZBrush
- Photoshop, Illustrator, Flash, Traditional Media
- Unreal 3 & 4

**Work**

- **Concept Artist**, Olde Sküül Games (2015)

*Dragons of the Rip*

Created concept paintings for in-development title.

*Bard's Tale: Remastered*

Revamped all UI assets and animations for Bard's Tale trilogy re-release.

*Unannounced Title*

Created an initial design doc and concept art for unannounced title/platform.

- **2D/3D Artist**, Crooked Tree Studios (2013 – 2015)

*Throw Trucks With Your Mind and For My Brother*

Worked with an indie team. Performed many different tasks including concept art and style development, level design, 3D modeling, graphic design and illustration. Managed social media, ran demos, and occasionally functioned as art director to the rest of the art team.

- **Curriculum Developer**, ID Tech (2012)

Wrote the 3D RPG Design program which was taught in 2012. Provided support for instructors using my curriculum. Created occasional scripts and assets for students and teachers needing additional materials.

- **Game Design Instructor**, ID Tech (summer of 2010, 2011, and 2012) Taught design, writing, and art theory to kids. Coordinated projects & led activities.

- **Artist** (2009-2010)

*Odd Manor*

Created characters, maps, UI, etc for a Facebook game. Helped develop visual style for the final published game.

**Education BFA in Production Animation**

DigiPen Institute of Technology (2009)

References available upon request