

CORY TURNER

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OBJECTIVE

To be on a lively team that is creating assets for exciting and memorable narrative entertainment, including games, film and animation, toys, and print media.

EXPERIENCE

38 Studios LLC, 2010-Present
Character Artist

Full-time employment creating character assets for the in-development MMORPG "Project Copernicus"

Took assets from initial ZBrush sculpture, to Maya low-poly creation with finished textures, through integration into the game engine.

Cory Turner Art, 2007-Present
Freelance Illustrator and Concept Artist

Freelance employment creating fully polished, painted digital images for clients. Images ranged from individual character/creature concepts to finished illustrations.

Worked on such intellectual properties as Dungeons & Dragons, Star Wars, A Song of Ice and Fire, Warhammer, Call of Cthulhu, and Talisman.

Clients have included Wizards of the Coast, Fantasy Flight Games, and White Wolf Publishing.

Hasbro, Inc., 2008 - 2009
Production Artist

Worked as a Production Artist in the Creative Services department. Created comps of packaging concepts for major vendors and trade shows, including Toys R Us, Target, and the 2009 Toy Fair.

EDUCATION

Rhode Island School of Design, Providence, RI
Bachelor of Fine Arts in Illustration, 2007
Concentration in Social and Cultural Archetypes

SKILLS

Digital Art

Strong experience with 3D software packages including Pixologic ZBrush and Alias Maya. Extensive experience with digital painting software including Corel Painter and Adobe Photoshop. Thorough knowledge of both Mac and Windows platforms.

Design

Core educational foundation in traditional Painting, Drawing, Sculpture and Design Theory.

Personal

Very comfortable and enthusiastic in a team environment and collaborating with others.