



# ROOK DILLHUNT

2D ARTIST & ILLUSTRATOR

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Woodbury, MN

## OBJECTIVE

Hard working and self-motivated Illustrator with a passion for world building, practical design, narrative, and color. Seeking a position in Entertainment Development on a dedicated team of developers where 2D and social skills may be utilized.

## EDUCATION

University of Wisconsin-Stout  
Bachelor's Science:  
Game Design and Development  
Art Concentration  
Awarded May 2016

## AWARDS

"Everend" 1st Place, Best Visual Quality  
GDC 2017  
"Everend" Player's Choice Award,  
Glitchcon 2016  
"Everend" Best 3D Game, SGX 2016  
"Veridious" UW-Stout Best of Design  
winner, Spring 2016  
"Kaia the Owl" UW-Stout Best of  
Design nominee, Spring 2016  
"HARVEY" UW-Stout Best of Design  
nominee, Spring 2016  
"Self Portrait Diptych" VISIONS Year  
End Runner Up, March 2013

## WORK EXPERIENCE

Owner | Ink Maven Art *June 2016 – Present* | Woodbury, MN  
Works to design, produce, and sell self-made merchandise including t-shirts, lanyards, art prints, and other tangible goods, requiring astute attention to detail and time-management skills while overseeing the full merchandise production pipeline.

Contract Artist | Various *June 2018 – Present* | Woodbury, MN  
Created 2D illustrations and other digital assets for studios such as Human Head, Fantasy Flight, and on IPs such as Lord of the Rings: Adventure Card Game.

Art Lead | Everend *September 2015 – May 2016*  
Applied extensive research and color theory to develop concepts and establish the game's distinctive visual style. Supervised artists, delegated tasks, and managed team milestones to create a visually beautiful and artistically cohesive game.

Lead Artist | Thawed Codebase *May 2018 – Present*  
Established a unique world and distinctive visual language for *Noise Paradox* (in development) through delegation, collaboration and supervision of the remote development team.

Street Theater Performer | Mid America Festivals *August 2017 – Present* | Shakopee, MN  
Collaborate with directors and colleagues to deliver a cohesive, inclusive street theater experience for patrons while being adaptable to factors such as weather and audience demographics on a 24-acre performance site.

## SKILLS & PROFICIENCIES

- Adobe Suite (Photoshop, Illustrator, Premiere)
- Procreate (iPad)
- Traditional Illustration (ink, marker, pencil, charcoal, oils)
- Digital Sculpting (Zbrush)
- 3D Modeling/Asset Creation (Maya, xNormal, Quixel Suite)
- Game Development Experience (Unity, Oculus Rift)
- Public Speaking including Presentation and Pitch Delivery
- Team Communication and Collaboration