

JAMES C. CARROLL

34 Arthur Ave NE,
Grand Rapids, MI 49503

616.551.9389
emotebox@gmail.com
www.emotebox.com

ACCOMPLISHMENTS:

- Founded and led independent game design team for experimental game development.
- Co-founded art department for independent comic book publishing house.
- Founded and organized Kendall College Game Club to promote game concept art and asset creation.
- Received College Presidential list recognition for academic excellence.

GAME DESIGN PROFILE:

- Five years of experience designing independent video games and game prototypes.
- Ten years experience designing board, card, dice and table-top games and game art.
- Taught and co-taught classes on Flash game design, Flash animation and Actionscript 2.0 and 3.0 programming.
- Created and taught course curriculum for Flash game concept art and asset creation class.
- Volunteered as plot writer, public relations and programming staff for free a text-based MMO.

DIGITAL DESIGN/ILLUSTRATION EXPERIENCE:

Freelance Work

The Rushhouse (2009-2010)

Projects: *Bone Daddy Issue #1, High-Wired Issue #1, Degenerate Fiction Issue #1, The Unkind Issue #1*

Description: Hired to create concept art, page layouts, pencil art, ink art, color art and cover art for four comic book series. Also hired as technical consultant.

Dynamic Bus Ads (2006-2009)

Projects: Concepts for heating company ad, digital rendering for Diebold Insurance ad, digital illustration for Darrell's Feed Store sign, digital illustration for Shirlene's Cuisine restaurant sign.

Description: Hired numerous times to create vector graphics, concepts and illustrations for advertisements to be placed on billboards and the sides of public buses.

CrashCast RC Plane Podcast (2009)

Projects: Three vector graphic logos.

Description: Hired to concept and create vector graphic assets for branding and advertisement purposes.

Restaurant Bloom (2008)

Projects: Vector graphics for website and advertisements, Flash splash page for website.

Description: Hired to concept and create assets for branding and web-based media.

The City of Rose City (2007)

Projects: One 6' by 30' mural.

Description: Hired by city to concept, draft and paint mural for downtown area.

Miscellaneous Freelance (2003-2010)

Projects: Concepting intellectual properties for clients, creating art assets, creating illustrations, creating logos, creating murals, and providing traditional and digital media consulting.

Description: Hired over a span of seven years by additional private clients to perform a variety of professional services and create finished assets and products from concept phase to completion.

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Independent Projects

The Mob (2008-present)

Roles: Project direction, game and user experience design, concept and art design, asset creation, animation, programing, script writing, sound design, music composition, voice acting.

Description: The Mob is a Flash-based action adventure game set in a steampunk world facing a zombie apocalypse. Currently being developed by a team of four from across the US in addition to hired voice talent. *The Mob* is set to release in winter of 2010.

Coffee, Please (2008)

Roles: Writer, editor, illustrator.

Description: *Coffee, Please* is an illustrated crime drama book revolving around a private investigator, his search for a missing dog and the trouble he runs into along the way.

Amalgam (2004)

Roles: Project director, game designer, writer, playtester, programmer, illustrator.

Description: *Amalgam* is a text-based MMO designed to allow the playerbase freedom to create their own content and worlds with ease, and without need to know advanced programming.

Teaching Work

- Hired by Kendall College's Continuing Studies Department to teach classes on Photoshop, Flash, Illustrator and Actionscripting.
- Hired by Kendall College as a digital art and computer support technician.
- Hired by Kirtland Community College as traditional media tutor and aide.
- Volunteered at Ogemaw Hills Christian School as junior-high and high-school traditional art instructor.
- Volunteered at Kirtland Community College as traditional media instructor for elementary-school programs.

TECHNICAL SKILLS:

2D Software

- Adobe Flash CS4
- Adobe Photoshop CS4
- Adobe Illustrator CS4
- Portal Graphics Open Canvas
- Corel Painter IX
- Apple iMovie HD

3D Software

- Blender 3D
- Google Sketchup
- Newtek Lightwave 3D 9

Audio Software

- PropellerHead Reason 4
- Apple Soundtrack Pro 2
- Apple Garage Band
- MOTU Digital Performer 7

Programming Knowledge

- Adobe ActionScript 3.0
- Adobe ActionScript 2.0
- HTML
- Javascript
- CSS

EDUCATION:

BFA – DIGITAL MEDIA – 2D ANIMATION CONCENTRATION, May 2010
Kendall College of Art and Design