

David Philipe Gil

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About Me

I've been drawing and creating art ever since I was a little kid. Growing up in a rough neighborhood, I was sheltered from playing outside. So my parents did what any overprotective parent ought to do, they got me a Nintendo Entertainment system! From then on, I became passionately involved in gaming. Another strong influence as I was growing up, was my older brother who was an inker for Marvel Comics. He would bring home lots of comics, so I got really into drawing and action packed visuals. Combining both influences I had decided to become an artist professionally by the time I was in Highschool. Although I also had an interest in possibly studying computer science (because I loved tinkering with PCs), it wasn't until I played around with a little Super Nintendo game named Mario Paint, that I had any sense of what may be involved with making game assets. I used to video tape my own fullscreen pixel animations using that game! It was so much fun I decided to to start my career as a game artist!

I love making art for games! Crafting something from concept to completion is so much fun. Being part of a team and helping unify its vision is an incredible experience and one of the greatest joys in my life. Before I worked on games, I worked as a web artist and did mostly automation pipelines for processing large amounts of images in short amounts of time. This acquired skill of mine has helped me complete the artwork for many game titles often before the scheduled due date, leaving room for polished work in many cases.

Outside of game development I have a few hobbies that help enrich my perspective on my creativity. I love to learn and practice things! I enjoy reading about art, self development, physical sciences and psychology. In my spare time I like to create art, play music, dance, and practice martial arts. I am also an avid anime fan and love playing video games that have an innovative aspect or that have depth.



Core Skills

Photoshop, Illustrator, Flash, 3D Studio Max, Maya, After Effects, Sketchbook Pro

Additional Skills

Drawing, Dreamweaver, Mudbox, HTML, CSS, C, Actionscript 3

Experience

2000-2011 Artist, Lead Artist

Powerhead Games

- Created 2D and 3D art for over 14 published titles spanning the Nintendo DS, Game Boy Advance/Color, Windows, iOS and numerous game prototypes that have yet to be published.
- Planned and implemented time-saving workflows for art and animations that needed to be ported or translated from one platform to another. This often resulted in art being completed ahead of schedule, leaving room for polish.
- Involved in the design and communication of user interface/experience, visual and design concepts that improved the quality of the software produced.

2004-2005 Artist and Technical Support Representative

Kuma Reality Games

- Created 3D weaponry and architecture for an online multiplayer FPS for the Windows platform.
- Created Flash based banner ads for promotional purposes.
- Resolved customers software and account related issues live over the phone, internet, e-mail and forums. I was often specifically requested by customers to help eliminate recurring issues.

2003-2005 Web Production Artist

Columbia University (Digital Knowledge Ventures)

- Created graphical assets and web pages using Photoshop and HTML for interactive online courses.
- Digitally reconditioned damaged photographs and other images using Photoshop.
- Maintained and improved existing web pages and online courses

2004 Web and Broadcast Production Assistant

Creative Bubble

- Assisted in building a web based presentation with HTML and Flash for Liz Claiborne.
- Assisted in editing video clips for web and broadcast clients.
- Converted video tapes into Flash video.

1999-2000 Multimedia Artist

Passlogix

- Created an interactive graphical user interface for "v-GO" using 3D Studio Max and Photoshop.
- Created an interactive interface for the "v-GO" software installation CD with Demo Shield and Windows installation sequence art.
- Involved in the conceptual process and sketching of innovative user interfaces.

Credits

iOS TBA	Spaceward Ho!	Independent Developer
iOS 2010	Glow Artisan	Powerhead Games
NDS 2010	Backyard Football Rookie Rush	Atari
NDS 2010	Backyard Baseball Sandlot Sluggers	Atari
NDS 2010	Major League Baseball 2K10	2K Games
NDS 2009	Petz Fashion Dogz & Catz	Ubisoft
NDS 2008	Imagine: Movie Star	Ubisoft
NDS 2007	Winx Club: Mission Enchantix	Konami
NDS 2007	CSI: Dark Motives	Ubisoft
NDS, GBA	2006 Winx Club: Quest for the Codex	Konami
GBA 2006	Catz (Localization)	Ubisoft
GBA 2005	Trollz: Hair Affair	Ubisoft
WIN 2004	Kuma War: The War on Terror	Kuma Reality Games
GBA 2004	Mary-Kate and Ashley: Sweet 16	Acclaim
GBA 2003	Legends Of Wrestling II	Acclaim
GBA 2003	Mary-Kate and Ashley Girls Night Out	Acclaim
GBC 2002	E.T. Digital Companion	New Kid Co.

Education

1996-2000 Computer Animation Major, Bachelor of Fine Arts (BFA)
The School of Visual Arts