DAN FESSLER

2D/3D Artist, Tech Artist, Art/Creative Director
www.DanFessler.com   760.985.4865

Mission

To create meaningful, fun, and engaging experiences through art and game design. My experience with over 20 commercial titles and passion for gaming will be beneficial to any team who desires to make high quality games.

Competencies

Photoshop, Flash, 3DS Max, Zbrush, Unity, HTML5 / CSS3,
PHP / MYSQL, Javascript, C#

Tilt Studios   Cofounder   2011 - Current

Tilt Studios is an independent game studio I co-founded with industry veteran Nicolas Coderre in 2011 with a strong focus on mobile. Our services include contract development and co-development in addition to creating original IP. I handle all creative aspects of the company; from Art to Creative Direction.

- **Chasm**   (Unreleased)
  Chasm is a 2D Action-RPG Platformer currently in co-development with Discord Games. I'm responsible for the environment art and general art direction.

- **Spunk and Moxie**   (2013)
  Spunk and Moxie is an award-winning casual platformer co-developed with Chocolate Homunculus and released on Android and iOS devices in early 2013. We were responsible for all art content in the game, porting to iOS, and business consultation

Zynga   **Art Director**   **2012 - 2013**

I was brought into Zynga with the acquisition of A Bit Lucky in 2012 as part of their New IP division. While there, my roles grew into Art Direction where I oversaw a team of 8-10 artists in addition to contributing high production quality 3D assets and concept art.

- **Unannounced**
  Provided art direction, technical art R&D, and 3D assets for a new IP in development. I interfaced directly with our creative director and executive leads to develop and maintain the quality and vision of all visuals in-game.

- **Solstice Arena** (2013)
  Solstice Arena is an award winning speed-MOBA for PC, Mac, and iOS. As Lead Artist I contributed to nearly all artistic aspects of the game including Concept Art, 3D Models, Environment, Rigging, and Animation. Later in the development I transitioned more to an Art Direction role where I oversaw the character pipeline and worked closely with design to develop new characters.

A Bit Lucky   **Lead Artist**   **2009 - 2012**

As the founding member of the Art Department I led and defined the visual style and technical art direction for all our games, provided 2D art assets, directed a team of outsourced artists, and worked closely with the CCO to prototype new game ideas.

- **Lucky Space** (2011)
  Lucky Space (now defunct) is a social resource management game on facebook featuring pre-rendered 3D graphics. I modeled, textured, rigged, animated, rendered, and post-processed hundreds of featured buildings. I developed art tools and scripts to aid the pipeline including image batch processing tools, render shaders, and real-time glow FX. I also did some front-end design/development in HTML and Javascript for the out-of-frame UI.

- **Lucky Train** (2010)
  Lucky Train (now defunct) is a social city building game on facebook featuring a pixel art aesthetic. I created a 3D-to-pixel-art pipeline for our 16-directional animated trains and hand-pixeled the environment props and buildings. I also developed art tools and scripts to aid the pipeline

Glu Mobile	**Senior Artist**	**2008 - 2009**

As Senior Artist, I was responsible for the bulk of the assets on each project, defining the style, and leading a team of one to two additional artists when neccessary. I created mobile-optimised pixel graphics with a strong focus on character animation using proprietary animation tools.

- **Family Guy Uncensored** (2009)
- **Space Monkey** (2008)

Gameloft	**2D Artist**	**2007 - 2008**

At gameloft I was responsible for creating mobile-optimised pixel graphics for games including environments, characters, and game mockups.

- **New York Nights 2** (2007)
- **Abracadaball** (2007)

Self Employed	**Artist**	**2006 - 2009**

Freelance artwork done for various clients over the years.

- **Data Defense**, COG1 Interactive (2009)
- **Diego: Dinosaur Rescue**, Black Lantern (2008)
- **Dora: Snow Princess**, Black Lantern (2008)
- **Barbie Fairytopia**, Aha! Studios (2007)
- **Pixel Chix Babysitter**, Aha! Studios (2007)
- **Cube World Block Bash**, Aha! Studios (2007)
- **Miuchiz Bratz**, Aha! Studios (2006)
- **Miuchiz Monsterz**, Aha! Studios (2006)
- **Miuchiz Pawz**, Aha! Studios (2006)