

# PETER BENTLEY

ARTIST AND ILLUSTRATOR

**Objective** To put my creativity to use in a position that demands imagination and artistic skill.

**Professional Skills**

- Fluent in Photoshop, Illustrator, Flash and Maya/3DS Max.
- Creative, organized, hard-working, innovative and personable.

**Experience** 3D Artist, Gamehouse, Jan 2008 - Present

- **Marooned.** Lead Artist. Created the logo, over half of the game's scenes, the icon, several of the animations, and the driving concepts for the UI, journal, map, and collateral story pieces. *Marooned* was one of the best-selling games on GameHouse in 2009.
- Led weekly, studio-wide brainstorming meetings.
- Remade the hidden-object pipeline to shave twenty to thirty days off each subsequent hidden-object project.
- **Little Shop Road Trip.** Produced scenes, created storyboards, and overhauled the hidden-object library for the fourth game in the *Little Shop* series. This game outsold the prior two by a large margin and reinvigorated the franchise.

Artist, Oberon Games Studio, Nov 2006 - Dec 2007

- **Dream Day First Home.** Lead Artist. Created original digital illustrations for game pieces, icons, marketing materials and portions of the user interface. Made numerous sketches to direct overseas artists.
- **Dream Day Honeymoon.** Drove the creation of in-game art and produced the majority of the game's backgrounds. Standardized the process of organizing Photoshop files in order to save file size across the team's scenes.
- **Dream Day Wedding.** Created a large portion of the scenes under an aggressive schedule (three months). Captured creative briefs to quickly produce hand-sketched concept drawings and finished hidden-object levels in Photoshop. *Dream Day* quickly became Oberon Media's best-selling original franchise.

Illustrator, The Matter Group, 2006

- **Xeko: Mission Costa Rica** card game. Created digital paintings of animals, plants, and environments in Photoshop. This set and this franchise have won children's toy awards from *Creative Child Magazine*, *The Toy Man* and *Parent's Choice Foundation*.

Illustrator, Canon Press, 2006

- **The Dragon and the Garden**, and **In the Time of Noah.** Created thumbnails, sketches, and final illustrations for these two published children's books.

Instructor of Record and Teaching Assistant, University of Washington, 2003-2005

Art 121 (Intro to Drawing), Art History 201 (Antiquity to Renaissance), and Art History 203 (Renaissance to Modern).

**Education** Master of Arts, Art History, University of Washington  
Master of Fine Arts, Painting, University of Washington  
Bachelor of Fine Arts, *summa cum laude*, Maryland Institute College of Art

**Portfolio** Illustration, Digital Painting, Concept, and 3D Art: [portfolio.bentleyfineart.com](http://portfolio.bentleyfineart.com)  
Traditional fine art paintings, drawings, and sculpture: [peter-bentley.com](http://peter-bentley.com)