

PETER BENTLEY

ARTIST AND ILLUSTRATOR

Objective To create imaginative products of lasting value which entertain and inspire.

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.
- Instrumental in the foundation and leadership of group brainstorming meetings for the development of new IP.
- Initiated a major revision to the hidden-object pipeline which shaves twenty to thirty days off of every subsequent i-spy game. In addition, provided direction to engine programmer for ongoing improvements and served as the primary resource to users.
- **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.

Artist, Oberon Games Studio, 2006-2007

- **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 and supervised art production.
- **Dream Day Honeymoon.** Drove the creation of in-game art and produced the majority of the game's backgrounds. Standardized the process of pocketing scenes to save file size.
- **Dream Day Wedding.** Created a large portion of the scenes in this popular game 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*, Oberon Media's best-selling original franchise, generated over 10 million downloads in its first year on the market.

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 both have won children's toy awards from *Creative Child Magazine*, *The Toy Man* and *Parent's Choice Foundation*.

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
Traditional fine art paintings, drawings, and sculpture: peter-bentley.com