

# LOOSE



## DUANE LOOSE



Portfolio



Email



IMDB



Google +



LinkedIn



BLOG

### BIO SUMMARY

Veteran content designer/art director for web, film, mobile apps, AAA Games, design visualization and digital media education.

Known for world class concept and product development, dynamic leadership, innovative user experience design, collaborative creative process, inspired teaching and mentoring.

### SKILLS TOOLBOX

|            |                  |             |
|------------|------------------|-------------|
| 3ds MAX    | After Effects    | Adobe CC    |
| VUE        | LumenRT          | UX/UI       |
| OFFICE 365 | WordPress        | Agile Tools |
| LCMS       | Unity3D / UNREAL | Google Docs |

### NOTABLE PROJECTS

|                          |   |
|--------------------------|---|
| <b>BATTLETECH</b>        | Armored vehicles, tanks and aircraft concept design for <i>Hairbrained Schemes</i> Tactical Mech Combat PC Game                                       |
| <b>EA Games</b>          | Art Director: <i>"Command Conquer TIBERIUM"</i> , <i>"Medal of Honor-European Assault"</i>  |
| <b>LEGO Bionicle CCE</b> | Art Director / VFX Supervisor. Winner 2003 + 2004 Best Visual Effects for: <i>"Bionicle: Mask of Light"</i> & <i>"Bionicle: Legends of Metru Nui"</i> |
| <b>Film</b>              | Titles production design for Final Image (uncredited) - Paramount's 2009 <i>"Star Trek"</i>   |
| <b>Online Media</b>      | 2011 Silver Telly Award for: <i>"F5: The Dynamic Data Center"</i> .   |
| <b>WebTV</b>             | Art Director - award winning cross media web series: <i>"Afterworld"</i> + <i>"Gemini Division"</i> for SONY and NBC Digital                          |
| <b>Mobile</b>            | Team member - Visual Development for <i>Artifact Technologies</i> iOS games/apps: <i>"Ghost Patrol"</i> , <i>"DIG"</i>                                |

### EDUCATION

|            |  |
|------------|--|
| <b>MFA</b> | <i>Computer Animation: Al Miami International University of Art and Design</i> |
| <b>BFA</b> | <i>Industrial Design: Brigham Young University</i>                             |

### AUTHOR

|                              |  |
|------------------------------|--|
| <b>InformIT</b>              | Articles on being an artist including: <i>"The Death of Imagination"</i> |
| <b>Amazon's Create Space</b> | <i>"Grampa's War" 2008</i>   |
| <b>QUE Hayden</b>            | <i>"3D Studio Max 4 Workshop"</i><br><i>"3D Studio Max 3 Workshop"</i>   |

### MY WORK

|                                       |   |
|---------------------------------------|---|
| 2002 • Present                        | <b>DIGITAL ARTIST</b>   |
| <b>Duane Loose Design</b>             | Concept design, 3D animation, motion graphics, design visualization, compositing, UX/UI design, visual effects: 2012 - present                                  |
| <b>Stratasys Direct Manufacturing</b> | Contract UX Designer, motion graphics, compositing, Assistant Director of Photography: 2014 - 2015  |
| <b>AlphaZED Studios</b>               | Contract 3D Artist: 2007 – 2012 iOS Apps, AAA Games   |
| <b>Autodesk</b>                       | 3DS MAX / Combustion Application Engineer: 2002 - 2003  |
| 1994 • Present                        | <b>ART DIRECTOR</b>   |
| <b>Blind Squirrel Entertainment</b>   | Studio Art Director: April 2016 – January 2017. AAA Games.  |
| <b>ARTIFACT Technologies</b>          | Contract Art Director / UX Designer: 2011 - 2012  |
| <b>Connect Studios</b>                | Director 3D / Animation: 2011 - 2012  |
| <b>GameCloud Studios</b>              | Studio Art Director / UX Director: 2010 – 2011, 2014  |
| <b>Electric Farm Entertainment</b>    | Senior Art Director/Production Designer Sony/NBC web series: 2008 - 2009  |
| <b>Electronic Arts Los Angeles</b>    | Senior Art Director / Preproduction Art Director: 2004 - 2007   |
| <b>Creative Capers Entertainment</b>  | <b>CCE</b> Supervising Art Director / Production Designer: 1994 - 2004  |
| 1982 • Present                        | <b>DESIGN FACULTY</b>   |
| <b>MSJC</b>                           | Mount San Jacinto College   Associate Faculty, Digital Media: 2016 - present  |
| <b>CSU San Marcos</b>                 | After Effects Instructor: 2015 - 2016   |
| <b>Art Institute Adjunct Faculty</b>  | VFX + Motion Graphics, Ai Orange County. 2017. San Diego, Inland Empire and AI Online: 2010 - 2016  |
| <b>Woodbury University</b>            | Game Art + Design Participating Faculty: 2012 - 2014  |
| <b>SNHU</b>                           | Southern New Hampshire University   Game Development Online Adjunct Faculty: 2014   |
| <b>Industrial Design</b>              | Full and part-time faculty @ Cal State University Long Beach, Rhode Island School of Design, MIT, Mass ART. 1982 - 1994   |
| 1979 • 1994                           | <b>INDUSTRIAL DESIGNER</b>  |
| <b>ALTITUDE</b>                       | Co-founder / Principal Industrial Designer: 1993  |
| <b>HLB / Boston</b>                   | Executive Vice President: 1989 - 1993   |
| <b>DATA General</b>                   | Principal Industrial Designer: 1987 - 1989  |
| <b>WANG Labs</b>                      | Senior Industrial Designer: 1983 - 1986   |
| <b>DEC</b>                            | Jr. Industrial Designer: 1981 - 1983  |
| <b>General Motors</b>                 | Associate Creative Designer EPCOT Project: 1979 - 1981  |
|                                       | <b>MORE DATA</b>  |
| <b>Languages + Citizenship</b>        | <b>Cantonese:</b> limited working proficiency<br><b>Mandarin:</b> elementary proficiency<br><b>English:</b> Native Speaker<br><b>USA + Canada:</b> Dual Citizen |
|                                       | <b>REFERENCES</b>   |
| <b>ONLINE REFERENCES</b>              | Professional, academic and personal references are available upon request. Please click "Online References" to access my LinkedIn Recommendations.              |