

# SALVATORRE ZEE YAZZIE

## CONCEPT ARTIST

Redmond, WA | 206 - 472 - 4781 | [salvatorrey@gmail.com](mailto:salvatorrey@gmail.com) | <https://www.salvatorreyazzieart.com>

## Experience

Contract Concept Artist Mar 2020 - Current  
ArenaNet Bellevue, WA

- Worked with director and art team to develop look and feel for environments and characters.
- Solved problems by painting and drawing over 3D block-outs of characters and props.
- Help design enemies and vehicle variations.

Concept Artist Sep 2019 - Dec 2019  
Coatsink Sunderland, UK

- Designed over rough block-outs of levels to create visually interesting environments.
- Created props and vehicles for various game modes.

Concept Art Intern Apr 2019 - Aug 2019  
Wizards Of The Coast Renton, WA

- Concepted for a broad range of projects and IP's spanning different platforms.
- Worked with a publishing team to execute marketing campaigns.
- Mocked up final game screenshots for project pitches.

Freelance Concept Artist Jan 2017 - Oct 2018  
Various Studios Redmond, Washington

- Worked on pitch art for a pre-existing AAA IP.
- Designed characters for 3D modeling and printing.
- Painted marketing art a new IP.

Concept/UI Artist on Student Game Oct 2018 - Dec 2019  
DigiPen Institute of Technology Redmond, Washington

- Designed and painted background assets.
- Worked on UI/UX that would unify the game experience.
- Textured and models props and environment pieces.

## Education

Bachelor of Fine Arts in Digital Arts and Animation Apr 2020  
DigiPen Institute of Technology Redmond, WA  
Graduated on the On Dean's list

Concept Art Current  
The Workshop Academy Redmond, WA

## Skills

- Painting
- Drawing
- 3D generalist
- Octane renderer
- Unreal Engine
- Adobe Photoshop
- Blender
- Maya