



CHRIS BEATRICE

Artist | Art Director

PROFILE

A versatile and dynamic visual creator and leader with a wealth of experience in digital content creation and entertainment at all levels. I love working with creative teams and mentoring artists.

I've worked as an Artist, Art Director, Designer, Creative Director and Designer on more than 30 games:

www.chrisbeatrice.com/video-games

- Setting/delivering on project vision
- Team building and management
- Art mentoring and training
- Content creation
- Developing systems and processes
- Game design

CONTACT



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www.chrisbeatrice.com
<https://chrisbeatrice.artstation.com/>

WORK EXPERIENCE

Freelance Illustrator & Concept Artist www.chrisbeatrice.com

2012–Present

- Award winning freelance illustrator, created art for print (packaging, books, advertising), concept art for video games, character designs and background paintings for animation

Art Director (contract), Infinigods www.infinigods.com

Dec 2022–May 2023

- Continued to advise and mentor art staff on a freelance basis

Art Director, InfiniGods www.infinigods.com

May 2022–Dec 2022

- Established art production and development protocols and systems for Web3 games company (Unity for Web GL)
- Led in-house 2d and 3d art staff (in Bulgaria and U.S.) plus 20 freelance artists (worldwide) to create in game assets and NFT collection with in-game interoperability
- Set and achieved visual goals for multiple game projects and websites

Contributor, [Muddy Colors](#)

2020-present

- Created artists' tutorials for highly respected illustration blog

Art Director, B. Water Animation Studios

2017–2018

- Led a team of artists for animated kids tv show.
- Directed character, environment and prop designs from concept through modeling

Studio Head/Creative Director, Tilted Mill Entertainment, Inc.

2001–2012

Founded successful independent game development studio focusing on industry leading city-building simulation games.

- Product visionary and creative lead for all games
- Created city-building games for top industry franchises (SimCity and Caesar series)
- Created independent franchises: Children of the Nile, Hinterland, Mosby's Confederacy, Nile Online

Studio Head, Impressions Games (now Activision-Blizzard)

1997–2001

- Led internal game studio with 40 full time staff
- Managed internal and external creative teams
- Lead (sole) designer on perennial favorites Pharaoh, Zeus

Creative Director, Impressions Games

1996–1997

- Coordinated all aspects of game development for internal studio
- Generated, communicated and maintained product vision for several game projects

Art Director, Impressions Games

1993–1996

- Built and managed studio's art department (12 artists)
- Oversaw visuals on several game titles
- Personally created major art assets for dozens of titles

EDUCATION

Massachusetts College of Art and Design

Post graduate study, 2d concentration

Bachelor of Fine Arts (3d concentration)