



CHRIS BEATRICE

Art Director

PROFILE

I'm a versatile and dynamic visual 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

WORK EXPERIENCE

Art Director & Director of Development, Resolute Games ResoluteGames.com

Apr 2024–present

- Established visual style for VR MMO RPG [Eldramoor: Haven in the Mist](#)
- Established art production and development protocols and systems
- Working with engineers to solve numerous art tech issues
- Overseeing all design development

Art Director, InfiniGods, Inc. Infinigods.com

May 2022–May 2023 (Dec 2022–May 2023 contract)

- Established art production and development protocols and systems for Web3 games company (Unity for Web GL)
- Led in-house 2d/3d art staff plus 20 freelance artists worldwide creating game assets & NFT collection with in-game interoperability
- Set and achieved visual goals for multiple game projects and websites
- Personally created character and environment illustrations and concept art

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

Illustrator, Chris Beatrice Studio 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

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)