



CHRIS BEATRICE

Artist | Art Director

PROFILE

A versatile and dynamic visual content 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

 508-904-7061 Boston, MA, USA

 artist@chrisbeatrice.com

 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, Inc. 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
- 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.
- Participated in story meetings and storyboarding
- Oversaw character, environment and prop designs from concept through modeling
- Personally contributed several character designs

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

2001–2012

Founded successful independent game development studio with full time staff ranging from 50 to 75 employees, 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 series, Caesar series
- Created independent game 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 to develop multiple game titles over several years
- Lead designer on award winning Pharaoh game

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



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SELECT LIST OF GAMES



Immortal Siege (WebGL) - Infinigods, not yet released, 2022
Art Director [View game on Infinigods website](#)



Elder Gods Collection (WebGL/NFT) - Infinigods, 2022
Art Director [See Elder Gods NFTs on Infinigods website](#)



InfiniMerge (WebGL) - Infinigods, 2022
Art Director [View game on Infinigods website](#)



Mayan Mysteries (Online & App) - Fablevision / DigiT!, 2013
Background Artist [View game on Fablevision website](#)



Hinterland (PC) - Tilted Mill Entertainment, 2008
Studio Head/Creative Director [View game on Steam](#)



Mosby's Confederacy (PC) - Tilted Mill Entertainment, 2008
Studio Head, Artist [View game on Steam](#)



SimCity Societies (PC) - Tilted Mill / Electronic Arts, 2007
Lead Designer, Studio Head [View on Moby Games](#)



Caesar IV (PC) - Tilted Mill Entertainment / Activision, 2006
Lead Designer, Studio Head [View game on Steam](#)



Children of the Nile (PC) - Tilted Mill / Myelin Media, 2004
Lead Designer, Creative Director, Studio Head [View on Steam](#)



Zeus: Master of Olympus (PC) - Impressions / Activision, 2000
Designer (sole) / Studio Head [View game on Steam](#)



Pharaoh (PC) - Impressions Games / Activision, 1999
Designer (sole) [View game on Steam](#)



Lords of Magic (PC) - Impressions Games / Sierra On-Line, 1997
Creative Director; additional design and art [View game on Steam](#)



Civil War Generals 2 (PC) - Impressions / Sierra On-Line, 1997
Creative Director [View on Moby Games](#)



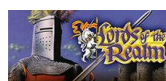
Lords of the Realm II (PC) - Impressions / Sierra On-Line, 1996
Art Director [View game on Steam](#)



R. E. Lee: Civil War General (PC) - Impressions / Sierra, 1996
Art Director [View on Moby Games](#)



Caesar II (PC) - Impressions / Sierra On-Line, 1995
Art Director [View on Moby Games](#)



Lords of the Realm (PC) Impressions (1994)
Art Director [View game on Steam](#)

ILLUSTRATION AWARDS AND EXHIBITIONS



- Contributor to [Muddy Colors](#) illustration blog
- Picture the Story, 6 Bridges Gallery, Maynard MA, 2023
- Infected By Art 3, 2015
- Picture This!, "Freedom" The Danforth Museum of Art, Framingham MA, 2015
- Body, Mind and Spirit Award, Gelett Burgess Center: Maurice's Valises - The Muuha of Bang Bua, 2015
- Spectrum21: The Best In Contemporary Fantastic Art, 2014
- Best Children's Fiction Picture Book, USA Best Book Award: Maurice's Valises, 2013
- Gold Medal, Children's Picture Book, Moonbeam: Swamp Things, 2013
- Gold Medal, Best Book Series - Picture Book, Moonbeam: Maurice's Valises, 2013
- Spectrum19: The Best In Contemporary Fantastic Art, 2012
- Spectrum18: The Best In Contemporary Fantastic Art, 2011
- Honorable Mention, Picture This!: "The Giant Returns", The Danforth Museum of Art, Framingham MA, 2011
- Honorable Mention, Picture This!: "The Selfish Giant, Autumn", The Danforth Museum of Art, Framingham MA, 2011
- Spectrum17: The Best In Contemporary Fantastic Art, 2010
- Art of Video Games, The Gallery, Mt. Ida Jr. College, Newton MA, 2009
- Fantasy Art Now 2, 2009
- The Future of Fantasy Art, 2009
- Spectrum15: The Best In Contemporary Fantastic Art, 2008
- Exotique 4, The World's Most Beautiful CG Characters, 2008
- Spectrum14: The Best In Contemporary Fantastic Art, 2007
- The Art of Digital Show, Lyceum Theater Gallery, San Diego CA, 2007
- Excellence, Humor: "The Lute Player", Painter - The World's Finest Painter Art, 2006
- Excellence, Fantasy: "Old Scratch Returns for His Coat", Painter - The World's Finest Painter Art, 2006
- Excellence, Fantasy: "Giant Killer", Painter - The World's Finest Painter Art, 2006
- World's Finest Painter Art, 2006
- The World's Finest Painter Art, 2006
- Spectrum 13: The Best In Contemporary Fantastic Art, 2006
- Exposé 3: Finest Digital Art in the Known Universe, 2005

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EDUCATION

Massachusetts College of Art and Design

Post graduate study, 2d concentration

Bachelor of Fine Arts (3d concentration)