

# PHIL TRUMBO ART DIRECTION EDUCATION ILLUSTRATION

Phil Trumbo is an Emmy Award-winning art director, educator and illustrator with over 30 years of experience creating entertaining and imaginative visuals for games, web, TV, film, print, collectible cards, toys and apparel. He has worked at all levels of participation from artist, animator, art director, designer, animation director, fx editor to creative director. His current and past clients include: Electronic Arts, Microsoft, Pop Cap, Pixar, Activision, Buena Vista Games, Vivendi Universal Games, Warner Bros., Mattel, THQ, NBC, ABC, CBS, Nickelodeon, MTV, Proctor and Gamble, General Mills and more...

Phil's skills include Art Direction, Digital Arts Instruction, Illustration, Concept Art, Graphic Design, Storyboards & Original I.P. Development

### LAKE WASHINGTON INSTITUTE OF TECHNOLOGY 2013-Present TENURED PROFESSOR

Program Chair of the Digital Gaming & Interactive Media Program. Instructor, mentor, advisor, program development. Developed the only bachelor's degree in Digital Gaming in public colleges in the Pacific Northwest. Instructor in Interactive Media, Storyboard, and Concept Art. Leads student projects to show at PAX and publish on Steam.

#### TRUMBO STUDIO

2011-Present

ART DIRECTION, ILLUSTRATION

Create 2D & 3D illustration, visual design and art direction. Bring clients' ideas to life with compelling visuals. Produce concept art and illustrations from thumbnails to final renders for games, online entertainment and print collectibles. Develop game graphics, U.I. design and game icons for mobile apps and online entertainment. Conceive original I.P. Create pre-visualization sequences, storyboards, digital editing and visual effects. Design graphics for web and print including logo identity and collateral.

## Highlights:

Electronic Arts- Art director and concept artist- Visual design and development of original online games.

PopCap- Art director and concept artist for Plants vs. Zombies concept development.

**Hostile Work Environment-** Digital cinematic illustrations for Wizards of the Coast founder, Peter Adkison's World of Chaldea.

**Bella Sara Company-** Brand Art Director, I.P. Development, Cinematic Direction and Illustration of collectable story cards.

**Theatre Crossing -** Design and illustration of theatrical and feature film posters

Developed the overall visual style for the magical and uplifting international fantasy horse-themed children's entertainment property, Bella Sara. Helped create a feature-rich, online world with casual gaming experiences which leveraged brick & click collectable trading cards and toys with online unlockable codes. Developed original I.P. Responsible for communicating and directing the visual style and quality of on-line games, interactive storybooks, PC and Nintendo DS games. Directed national 3D animated television commercials. Provided art direction to teams of out-sourced illustrators and animators under tight deadlines, budget and schedule constraints. Created and designed graphics for printing, manufacture, marketing, packaging and display of collectable cards, games, toys, puzzles, DVDs, and garments with partners in Asia, Russia and Europe.

www.bellasara.com

#### AMAZE ENTERTAINMENT

#### 1997-2007

#### CREATIVE DIRECTOR

Managed the creative art direction for over one hundred high-profile games with retail sales of over a billion dollars. Guided the creative and artistic development of Amaze from startup to becoming the world's largest independent game developer. Collaborated with large teams and multiple in-house studios at an executive management level to oversee and insure the visual quality and creativity of Amaze games on multiple platforms including Console, PC and hand-held. including Pirates of the Caribbean, Chronicles of Narnia, Lord of the Rings, Harry Potter, Shrek, Spiderman, The Sims, Star Wars Lego, Finding Nemo, X-Men and Ice Age. Responsible for team management, career mentoring and performance reviews of 100+ artists. Involved in initial client/publisher contact. Brain-stormed and coordinated development strategies with game designers, project managers, producers, and development leads.

Clients included Electronic Arts, Activision, Inc., Microsoft, Disney Interactive, Buena Vista Games, Pixar, Vivendi Universal Games, Lucas Arts, THQ, Maxis, Sega, Hasbro Interactive

ACCOLADE 1993-1995 LEAD ARTIST

Led a team of artists to create a series of space adventure games for the PC. Defined and implemented art style of game. Managed art team under tight deadlines. Coordinated art look and needs with game designers, development lead and project manager.

# **ALEXANDRIA DIGITAL STUDIO**

1993-1995

### **ART DIRECTOR / ANIMATOR**

Art directed and created high quality 2D sprite based animations for platform style Sega Genesis and Super Nintendo titles. Worked with leads and producers to maintain artistic style and vision. Collaborated with game designers to create art for game play levels and environments. Created original IP, character designs, storyboards, layouts and animations for an original action adventure game for the Playstation.

### **BROADCAST & FILM**

1980-1993

## **DIRECTOR / DESIGNER / ANIMATOR**

Developed and directed network I.D.s, commercials and TV shows. Crafted storyboards, provided art direction, designed characters and sets. Directed animation, CG and live action.

Titles Included: PeeWee's Playhouse CBS; Doug, Nickelodeon; Hammerman, ABC; Liquid Television, MTV; Chip & Pepper's Cartoon Madness, NBC; Prostars, ABC; Futuropolis, Expanded Entertainment; Highlander II,Stargate Films; Wayside School, ABC; Lost Dinosaurs, NBC.

Clients Included: NBC, ABC, CBS, MTV, Comedy Network, Nickelodeon, Proctor and Gamble, General Foods, Ralston Purina, Ford Motor Co., General Mills, RC Cola, Mattel, Milton Bradley, Turner Network, Illinois Bell, U.S. Department of Health and Human Services, and Boy Scouts of America.

**DOCUMENTARY FILMS** 

1985-2006 DIRECTOR / CINEMATOGRAPHER /EDITOR

Produced, filmed and edited multi-cultural documentary films of ethnic music, arts, cultural, and spiritual events in India, Europe, U.K. and U.S.

**GRAPHIC NOVELS, PRINT & ILLUSTRATION 1980- 1993** 

**CREATOR / WRITER / ARTIST** 

Published works: Heavy Metal Magazine, Graphis Magazine Annual. Original graphic novel: Sky Pirates of the Stratosphere. Numerous illustrations, gallery exhibitions and private commissions.

## **AWARDS**

Forbes magazine Stevie Award for best creative team.

Deloitte & Touche Fast 50 Award for fastest growing businesses, Amaze Entertainment.

National Daytime Emmy Award, for animation direction on Pee Wee's Playhouse.

Clio Award Nominations (Three), for animation, direction and special effects in animated commercials.

Critic's Choice Award, New York International Independent Film and Video Festival.

#### **EDUCATION**

**BFA: Virginia Commonwealth University,** Richmond, VA Classical Animation, Storyboard & Anatomy: American Animation Institute, Hollywood, CA

**DIGIPEN INSTITUTE OF TECHNOLOGY 2007** 

**ADJUNCT INSTRUCTOR** 

Portfolio Website & Demo Reel: http://www.philtrumbo.com/

**Linkedin:** http://www.linkedin.com/in/philtrumbo

Facebook- https://www.facebook.com/philtrumbocom-224037970974320

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Resume