

Ahed Khatib

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Experience:

***2d Artist/Service Associate, Twist Education, LLC* - January 2011 - Present**

- Created in game environments
- Designed game UI
- Created and animated intractable props
- Designed brochures and other material for marketing use
- Built and maintained support page
- Play tested games during production
- Supervised game testers
- Outlined game testing schedule
- Contributed to game design

***Contract Artist, Present Creative* - April 2010 - May 2010**

- Rendered plot scene illustrations
- Developed rough sketches into fully visualized scenes

***Contract Artist, Present Creative* - August 2009 - September 2009**

- Composited multiple versions of icons
- Researched art style to ensure continuity

***Contract Artist, Submersive Films* - April 2009**

- Communicate design ideas with director
- Created movie poster illustration and DVD cover jacket

***Contract Artist, Rocketon Inc.* - July 2008**

- Created flash animation ready characters

***Contract Artist, Timegate Studios* - April 2008**

- Created an environment concept
- Conceptualized two characters

***Art Intern, Nihilistic Software* - September 2007 - February 2008**

- Conceptualized characters, environments and props
- Painted over blocked out CG environments
- Created mood paintings
- Collaborated with art team
- Attended dailies and participated in critiques

Shipped Titles:

- Lemonocity (iPod/iPhone)
- Vector Tracker (iPod/iPhone)
- Zombeezy Slasher (iPod/iPhone)
- Mafia Wars (Web Browser)
- Zombie Apocalypse (XBLA & PSN)

Software: Photoshop, Painter, 3ds Max, Illustrator, Flash, Sketch-up, Mudbox

Skills: Environment/Character/Prop concepts, Storyboards, Icons, Promotional Art.
Able to learn fast and adapt to any art style.

Education:

Academy of Art University – 2007

B.F.A., Illustration