

John M. Donahue
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Skills:

- Character, Creature, Vehicle/Prop and Environment Design, Illustration and Flash animation
- Creative and Art Direction Experience
- Programs: Proficient in Photoshop, Painter, Flash and familiar with Zbrush and Illustrator
- Part time College Instructor for the past 15 years

Portfolio:

- Website: www.DonahueArt.com

Employment:

- Age of Learning Inc. Glendale CA (August 2016-Present)
Senior Illustrator
 - Illustration, Design and Animation work on "ABCmouse.com" product.
- Seismic Games, Los Angeles CA (Freelance)
Illustrator
 - Illustration work on upcoming new "Magic: The Gathering" spinoff game
- Illusion Industries, Burbank CA (Freelance)
Concept Artist
 - Concept Art work on various film projects
- Timbuktoons, Evans GA (Freelance)
Illustrator/Animator
 - Illustration and Animation work on various projects monthly since Jan. 2017
- ACSI, Colorado Springs CO (Freelance)
Illustrator
 - Illustration work on various curriculum projects.
- Playtika. Santa Monica CA (April 2013-August 2016)
Senior Artist
 - Bingo Rush 2: providing illustration, design and animation work on new title as well as contributing to streamlining efforts in production pipeline.
 - Bingo Blitz: design, illustration and animation work.
 - Blitz Slots: design, illustration and animation work.
- Muti Labs, SantaMonica CA (Freelance)
Illustrator
 - Illustration work on an upcoming mobile game.
- AV Concepts, San Diego CA (Freelance)
Illustrator
 - Event concept illustrations.
- Film Illusions, Covina, CA (Freelance)
Concept Artist
 - "Fantastic 4" costume and prosthetic designs.
- SpaceX. Hawthorne CA (Freelance)
Illustration/Design
 - Design exploration working with Michael Kaplan.
- JetMorgan Games. Rancho Palos Verdes CA (Freelance)
Illustrator/Animator
 - Worked on a couple major Disney online games coinciding with release of new Disney animated shorts; providing background illustrations and finishing work for animated assets in flash

- Buffalo Studios. Santa Monica CA (Freelance)
Illustrator/Animator
 ○ Retooling various online games assets providing background work and flash animation
- Tinsley Studio, Burbank, CA (Freelance)
Concept Artist
 ○ “American Horror Story season 2 and 3”
- Amalgamated Dynamics Inc. (ADI) Chatsworth CA (Freelance)
Concept Artist
 ○ Alec Gillis personal script project
- Daymon Interactions, San Diego CA (Freelance)
Illustrator/Advertising
 ○ Various storyboarding and illustration projects related to advertising.
- Six Degrees Games, Marina Del Rey, CA (March 2008-May-2012)
Senior Concept Artist/Illustrator, Animator
 ■ Senior artist guiding other artists in asset production and visual styling
 ■ Jointly responsible for overall look of product working directly with CCO Mark Koerner
 ■ Creating flash animated elements as well as animatics and other animated content for site
 ○ “Action Allstars”
- Blizzard WOW TCG., Irvine, CA (Freelance)
Illustrator
 ■ illustrations for TCG
 ○ “Throne of Tides”
 ○ “Tomb of the Forgotten”
- Mirada Studios, Marina Del Rey, CA (Freelance)
Concept Artist
 ○ design concepts for film projects
- Tinsley Studio, Burbank, CA (Freelance)
Concept Artist
 ○ “Teenage Mutant Ninja Turtles”
 ○ “Jonah Hex”
 ○ “Ghostrider 2”
 ○ “Mortal Kombat Rebirth”
- Amalgamated Dynamics Inc. (ADI) Chatsworth CA (Freelance)
Concept Artist
 ○ “Jack and the Beanstalk” (project bid)
 ○ “Skyline”
- The Aaron Sims Co., Hollywood, CA (Freelance)
Concept Artist
 ○ upcoming feature film and projects.
- Film Illusions, Covina, CA (Freelance)
Concept Artist
 ○ “Thor” feature film design work
- Liquid Entertainment, Pasadena, CA (Freelance)
Concept Artist
 ■ Character designs
 ○ “Rise of the Argonauts”
- Amalgamated Dynamics Inc. (ADI) Chatsworth CA (December 2007-February 2008)
Concept Artist
 ■ Worked with Alec Gillis and Tom Woodruff Jr. to design elements of main villain in Film.

- “Race to Witch Mountain”
- Worked with Alec Gillis and Tom Woodruff Jr. on character designs for:
 - “Wolverine”
 - “Cirque Du Freak”
 - “Dragonball: Evolution”
- Developed key concept illustrations setting mood and lighting of short film
- Character and creature designs
- Concept art for set designs
 - “The Door”

Stampede Entertainment, Santa Monica, CA

(Freelance)

Concept Artist

- Worked together with team that created “Tremors” to create creature designs for new feature film
- Created initial design sketches and finished creature designs
 - “Night Crew”

NCsoft Corp., Santa Monica, CA

(February 2006-December 2007)

Concept Artist, Asst. Art Director for LAVS Studio

- Took on role of Art Director when Art Director was unavailable, managing a team of 7 concept artists, helping to guide look of project.
- Created concept art for studio titles including but not limited to characters, creatures, vehicle/prop and environment designs
 - “Tabula Rasa” Concept Artist
 - “Aion” Concept Artist
 - “Lineage Forever” Concept Artist
 - “Guild Wars 2” Concept Artist

Wizards of the Coast Inc., Renton, WA

(Freelance)

Illustrator

- illustrations for CCG
 - Magic the Gathering “Future Sight”
 - Magic the Gathering “Lorwyn”

Captive Audience Productions, Burbank, CA

(March 2004-February 2006)

Senior Concept Artist

- Senior designer at Academy Award winning makeup FX studio
- Responsible for initial project designs as well as seeing project design thru to completion
- Responsible for overseeing junior concept artists
- Created creature designs and subtle makeup appliance designs
- Sculpted maquettes for help in design process of characters
 - “The Exorcism of Emily Rose” Concept Designer
 - “Apocalypto”
 - “The Curious Case of Benjamin Buttons”
 - “Big Momma’s House 2”
 - “Blood and Chocolate”
 - “Archangel” Development Designs
 - “Pit-bull”

Triking Games, Limerick Ireland

(Freelance)

Illustrator

- Illustrator for CCG
 - “Anachronism”.

Multivision FX, Burbank CA

(October 2003-December 2003)

Concept Artist, Painter

- Concept designs for characters
- Assisted in fabrication of prosthetic pieces
- Assisted in finished painting of suits and other props

- “The Fallen Ones”.

Captive Audience Productions, Burbank, CA (Freelance)

Concept Artist

- Concept designs for characters
 - “Mortuary”
 - “Uncle Ed”

Film Illusions, Covina, CA (Freelance)

Concept Artist

- Universal’s “The Mummy” theme park ride commercial.
- “Zoom” Costume Concept Designs

Captive Audience Productions, Burbank, CA (March 2003-October 2003)

Concept Artist

- Worked with team of concept artists at Academy Award winning makeup FX studio
- Created creature designs and subtle makeup appliance designs
 - “Mask 2: Son of the Mask”
 - “The Cave”
 - “Moon Lake”

Main Stay Productions, Burbank, CA, (January 2003-March 2003)

Asst. Model Maker

- Feature Film miniatures department. “The Passion” temple miniature.

Sonny Spade Studio, Toluca Lake, CA (Freelance)

Sculptor

- Sculpting production prototypes for toy bases and figure parts for “Universal Classic Monsters” toy line for JAKKS Pacific, working in sculpey and castaline.

Captive Audience Productions, Burbank Ca, (August 2002-January 2003)

Concept Artist

- worked with team of concept artists at Academy Award winning makeup FX studio
- created creature designs and subtle makeup appliance designs
 - “Pirates of the Caribbean”
 - “Van Helsing”
 - “The Passion of The Christ”
 - “The Life and Death of Peter Sellers”

WonderWorld Ent. Under Todd Tucker, Burbank, Ca, (Freelance)

Concept Artist

- Television Show “Charmed”
- “The Adventures of Karate Dog and Kung Fu Cat”

Fantasy Flight Games, Roseville, MN (Freelance)

Illustrator

- “A Game of Thrones” and “Call of Cthulhu”.

Alderac Entertainment Group, Ontario, Ca, (Freelance)

Illustrator

- “Warlord “and “Legend of the Five Rings”.

Deal Design Group, Carlsbad, CA (Freelance)

Illustrator

- Various advertising projects, focusing on packaging art for products and storyboards for advertising pitches.

CMJ Media, Encinitas, CA (Freelance)

Illustrator

- Various advertising projects, focusing on packaging art for products and storyboards for advertising pitches.

Media Vision, North Hollywood Ca.

(May 2001-September 2001)

Storyboard Cleanup/Character Design Asst.

- Video game “Scooby Doo: Night of 100 Frights”

Pantomime Pictures, North Hollywood, CA

(November 1999-January 2000)

Inbetweener/Cleanup

- “Shaquille O’Neil, Quake Readiness” animation video

Education:

- BFA in Illustration completed at the Laguna College of Art and Design, graduating Summa Cum Laude (2003)
- AA in Liberal Arts and an AS in Animation from Mount San Antonio College, graduating with a 4.0 GPA (2001)
- Honors: Phi Theta Kappa Honors Society; National Dean’s List 97-98, 98-99 and 99-00