

Manny Vega

Mobile: (305) 496-1631

Manovega29@gmail.com

Professional Experience

Friendly App Studios

2015 - Present

Creative Director on Poppy Birds (Apple watch & iOS)

Responsibilities include game concept, art & animation, level design & layout, puzzle design, UI & UX. Challenges involved creating a simple game for the Apple Watch that is entertaining and capable of holding it's own as an iPhone game.

Badass of the Week

2012 - Present

Art Director

- design and maintain Badassoftheweek.com & Gutsandgloryhistory.com websites
- creator, illustrator and designer for Badass Con Carne web comic
- designer and manager of the successful Badass: Spades & Grenades Kickstarter
- creator & designer of Epic Badass Legends strategy card game for tabletop gaming

MoonSpider Studio

2010 -2014

Lead Designer on Harold (shipping 2014 on PC, iOS & Android)

Responsibilities include creating original game design, documentation and implementation. Driving a small team of designers, artists and programmers to create and prototype game features and develop the necessary tools for the Unity editor. Developed the story and script, systems design, content design, game tuning, level flow, player engagement, pacing, user interface and user experience.

EA Pandemic Studios

2006 - 2010

Level Designer / World Builder on The Saboteur (PS3, Xbox 360, PC)

Level Designer / World Builder & Asset Artist on Mercenaries 2 (PS3, Xbox 360, PC)

Responsibilities include creation of environment assets and textures, terrain modeling and terrain textures, map design, layout, object placement, staging and level flow. Worked closely with the design team on player engagement, pacing and creating cohesive open world games.

Midway Entertainment

2003 - 2006

Lead Level Design on NBA Ballers2 (PS2, Xbox, PC)

Responsibilities include asset management, scheduling and weekly reviews of artists. Personal tasks include concept art, map design, implementation and layout as well as the creation of world objects and textures.

Environment & Texture Artist on NBA Ballers, NBA Ballers Phenom, Psi-Ops (PS2, Xbox, PC)

Responsibilities included storyboards and cinematics and in-game camera paths. Textures for environments and create-a-character parts and accessories.

Kenzer & Company

2000 - 2003

Artist, Writer and Creator

For the ongoing comic book series *EverKnights*, responsibilities include scripting, storyboards, pencil & ink illustrations, character design and development, as well as page layout and pre-press work.

Creative Director ♦ Comic Books and Illustrations

Responsibilities included putting together several creative teams, editing their work, and managing their schedules, as well as promoting the books at conventions, through advertising and distributor contact. Titles included an officially licensed *Dungeons & Dragons* comic book, *Avelon*, the *Knights of the Dinner Table & Knights Illustrated*.

Freelance Work

1997 - 2003

Projects involved officially licensed Dungeons & Dragons RPG books, as well as publishers of D20 products and various tabletop and collectible card games. Responsibilities included logo design, cover design, interior layout and illustrations. Projects included books, cards, CDs, miniatures, maps and their respective packaging.

Worked with various ad agencies in Miami including clients such as the Discovery Channel, Florida Marlins and Budweiser. Projects involved full color storyboards for television advertising, apparel designs, as well as mock displays and presentation packages for trade shows. Involved in complete identity design projects (business cards, stationary, mailers, web site, and marketing) for smaller clientele.

Education

GRADUATE FROM THE UNIVERSITY OF FLORIDA, MAGNA CUM LAUDE
BFA in GRAPHIC DESIGN, MAY 1997

Computer Skills & Languages

PROGRAMS

Unity Engine
Autodesk Maya
Softimage XSI
Multiple different proprietary terrain editors & engines
Adobe Photoshop & Illustrator
Corel Suite
Autodesk Sketchbook
Knowledge of most asset management & bug tracking programs

- **encyclopedic geek knowledge of comics, cartoons, sci-fi and video games**
- computer literate in both MAC and IBM operating systems
- operation of network systems, digital pen & tablet, scanners & digital imaging devices
- experienced in the printing process and pre-press work (both paper media and clothing)
- fluent in both English and Spanish

ONLINE PORTFOLIO

<http://www.mannyvega.com>

Located in Studio City, CA