

DANIEL ADROVER

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Tools and Experience: Photoshop, Illustrator, After Effects+ Various Plugins, Spine, Compression Software, Wireframes, Redlines, PowerPoint, Visual Studio Code, Alien Brain, Perforce

Project Management: Jira, GIT, MS Office, Trello, Slack

EDUCATION

Ringling School of Art and Design

BFA in Illustration & Design

May 2009, SARASOTA

EXPERIENCE:

Mahi Gaming / Senior Technical Game Designer

June 2019 – Present, Boca Raton, FL

Key roles and responsibilities consist of by not limited to the milestone planning, creation, and organization of visual and technical information needed for teams of 8+ to follow when building product for mobile and desktop applications. During the build phase, I am a front-end designer that uses a wide range of applications to ensure that assets are built and functionally accurate within the game platform. When I am not designing visual art to spec, I am configuring components in visual studio code. I am passionate about making the best product possible, part of my time goes to regularly testing the product and putting myself in the seat of the player. I review the flow and overall experience of the games I work on. Any issues or improvements I see, I document it and pitch it with the team for logical discussion. I also help run daily syncs with the team to ensure full visibility and make sure we are addressing risks or any future concerns. My role requires that I constantly keep an open mind and welcome new challenges.

Playtika / Senior Production Designer

Jan 2018 – June 2019, Chicago, IL

Hired on as a lead creative to help grow and establish a start-up team. Responsible for creating static art, animations, and FX for the mini-games within the Caesars Mobile App. I compiled all the art needed to create the product in a visual package and sent it off to 3rd party developers for implementation. I worked with overseas vendors and outsourced artist to achieve various tasks. I also regularly mentored in-house artists by providing them with personal feedback and assistance as needed. Confidently worked closely with the VP's and Directors when coming up with game themes and ideas. I have had the pleasure of working on some of their most popular games that are still heavily played within the app today.

Titles Released: All Mine, Texas Tycoon, Wild Howl Deluxe, Golden Toad, Scoops, King of the North.

Everi / Lead Game Artist

Jan 2016 – Jan 2018, Austin, TX

Leadership role with a heavy focus on scheduling and managing creative teams of 6+, ran pitch meetings and showcased progress to licensors. Documented and relayed important stakeholder feedback to the creative team for further visual and technical discussion. Setup and maintained task tracking for all creatives on my team. Established close, respectful relationships with the team, helped challenge their strengths and improve their weaknesses. Was

one of the key creatives for visual advice and realistic solutions for asset implementation and efficiency. Ran weekly syncs that acted as a platform for knowledge sharing and advice.

Titles Released: Penn and Teller, Buffy: The Vampire Slayer, South Park

Aristocrat / Graphic Designer – UI Artist

April 2013 – Jan 2016, Las Vegas, NV

Designed visual assets that needed to be approved by license brands such as Game of Thrones, Man of Steel, and Big Bang Theory. Needed to adapt my creative styles as needed while maintaining creative, technical, and license brand standards. Proficient in design setup and artwork applied to various size templates to be used in the manufacturing of slot machines. Created large-scale digital separations and color matching for multi-surface, large format printing.

Titles Released: Batman 1966, Man of Steel, Big Bang Theory: Multi-Verse, and Christmas Story

Manatee School Board / Art Teacher

Jan 2010 – Jan 2013, Bradenton, FL

Established program objectives consistent with organization and mission. Coordinated Art Committee, prepared exhibition/performances to showcase student work. Built and maintained student growth and development, while keeping their personal goals in mind. Presented students with opportunities to reach their artistic potential and individual expression through a wide array of historical, aesthetic, critical, and expressive production pieces. Designed and presented lessons aimed to actively engage learners and inspire creative expression while maintaining artistic methodologies.

Portfolio: <https://artofdanieladriver.carbonmade.com/>