

Jack Monahan  
CONCEPT ARTIST + DESIGNER  
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## PROFESSIONAL EXPERIENCE

**Darkest of Days** - Lead Level Designer  
8monkey Labs (2007 - 2009)

- Personally built 70% (14/20) of game levels from planning through sculpting, scripting, dialog, set dressing
- Set best practices and coordinated efforts of three other level designers
- Designed and standardized mission introduction, objectives, and portal exits
- Concepted the White Room, Mother, Opposition Agents, Portal effect, various props
- Designed and directed implementation of player HUD
- Scripted, captured and edited 5 trailers for the game

**Havok/Intel demos** - Concept Artist  
Fritzstudio (2004 - 2006)

- Contract for character, prop, and environment concepts for Havok and Intel feature demos

Various projects - Concept Artist  
Liquid Development (Feb - July 2004, June - Oct 2005)

- Contract for vehicle designs for NCSOFT's Auto Assault
- Contract for character orthos for Flagship Studio's Hellgate
- Contract to design all vehicles for unannounced vehicular combat game

**SSX 3** - Concept Artist  
Electronic Arts Canada (May 2003)

- Contract for SSX 3 player character design

**GMax tutorials** - Concept Artist  
Discreet (July 2001)

- Contract for character and prop designs featured in GMax tutorials

## SOFTWARE

- Habitat (Darkest of Days level editor), Hammer, UnrealEd
- Photoshop, Painter, 3DSMax, Modo, Premiere

## SKILLS

- Develop from short brief to fully polished level
- Pipeline integration/building 3D mockups to work closely with environment artists
- Design documentation, player flow maps
- Strong verbal, written, and visual communication
- Conduct brainstorming and pitch sessions professionally
- Experience as concept artist aids crafting dramatic reveals and vistas
- Open-environment/outdoor layouts and terrain sculpting
- Large-scale (~75 AI) self-perpetuating battle sequence scripting
- Passionate and professional about conducting rigorous playtesting

## EDUCATION

University of Notre Dame, Indiana (2000 - 2004)  
• Bachelor's Degree in Industrial Design