



# MARIUS MILLAR

CONCEPT ARTIST

805.698.5129

[www.mariusmillar.com](http://www.mariusmillar.com)

[mariusmillar@gmail.com](mailto:mariusmillar@gmail.com)

## Strengths

Illustration  
World Building  
Environment and Prop Design  
Color Keys  
Communication

## Software

Adobe Photoshop  
Adobe Illustrator  
Corel Painter  
Foundry's Modo  
Cinema 4D  
Autodesk Maya

## Media

Digital  
Watercolor  
Oil Paints  
Charcoal  
Graphite  
Gouache

## Projects/Experience

### **Concept Artist** at Helios Interactive (2015 - Present) Various Projects

"Game of Thrones Dragonglass" Kinect Game • "Ben Ten: Alien Experience" AR/VR •  
"Visa Money University VR" • "Infosys Cyber Defense" Game • "Allstate National Forum"  
Design "Style-Frames" for VR, AR and Mobile experiences • Storyboard • Conceptualize  
experiences that meet Client demands • Design 3D custom assets (characters, props,  
environments)

### **Art Supervisor and Concept Artist** at Soba Productions (2015 - 2018) "Sonder"

Lead a team of 11 Artists • Plan production schedule • Coordinate with Modelling,  
Lighting, Rigging, and Set Dressing departments • Provide moral support • Provide  
feedback and assistance to maintain style of production • Helped with story develop-  
ment, and script • Interview and orient new members • Research and develop style for  
film • Design props and environments • Painted 3D textures

### **Concept Artist** at Livid Interactive (2016 - 2017) "Shattered Might"

Designed environments, Levels, Characters, Enemies, Weapons, Props, Color scripts •  
Create Illustrations for both in game and promotional use • Support 3D artists (environ-  
ment, character, animators) with drawovers and feedback

### **Concept Artist** for Yui Kurita and Davd Dai (2016) "Dive" Short Film

Color Scripting • Look-dev concept art

## Education

*Academy of Art University*

Spring of 2016 - Bachelors of Fine Art Illustration

## Additional Information

Brewing Geek • Dungeon Master • 1st level Chef • Pun Smith • Eternal Sweet-tooth •  
Lifelong Choir boy