



ACE CARMAN

CONCEPT ARTIST // ILLUSTRATOR

Hello! I'm Ace Carman, a Concept Artist with a passion for bringing imaginative worlds to life through games, animation, and film. My creative journey has led me to collaborate with a diverse list of clients, demonstrating my ability to translate their ideas into visually stunning concepts and images.

 Acecarmanart@gmail.com

 Artstation.com/ace_carman

 609 - 994 - 8767

 Los Angeles / Seattle

CLIENTS

- Activision
- Netflix
- Plarium
- Riot

SKILLS

- Concept Art
- Visual Development
- Illustration
- 3D Modeling
- Photoshop
- Blender
- ZBrush
- Unreal Engine

EDUCATION

BACHELOR OF FINE ARTS

Otis College of Art and Design
2015 - 2018

EXPERIENCE

○ VISUAL DEVELOPMENT ARTIST

Lex and Otis Animation

2020 - 2023

- Applied expertise in visual development to provide concepts and final images for backgrounds
- Executed prop and layout design, ensuring a cohesive and immersive visual narrative.
- Provided animated concepts for visual effects

○ SENIOR ILLUSTRATOR

Netflix

2021 - 2022

- Delivered high-quality environment concept art, enriching the visual storytelling in collaboration with art direction and production
- Designed vehicles and interiors as well as technical concept art to demonstrate functionality

○ CONCEPT ARTIST

Treyarch

2018 - 2020

- Created environment concept art, vehicle designs, and technical concept art for the AAA Call of Duty franchise
- Produced gameplay-oriented art for prop design, graphics, and UI design, contributing to the overall aesthetic of the games

○ INFANTRY RIFLEMAN

United States Marine Corps

2009 - 2013

- Recognized with a meritorious promotion for exceptional leadership strengths.
- Honorable discharge after service.