

Jack Kirby Crosby

3D, Illustration & Interactive Design

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Professional

League of Geeks - Artist - 2013 to Current
Developing Armello - Illustrating Cards in Photoshop.

Pachinko Pictures - Intern - 2013
Developed and released 'Sunshine'
as part of L.A. Game Space Experimental games
pack. 3D modelling, Illustration, Animation and
Design

Apparatus - Designer - 2012 to current
Games design, 3D modelling, texturing,
illustration and production.

Achievements

Free Play - 2013
Exhibited with Apparatus on the show floor.

2013 - Apparatus featured in several international
publications including Kill Screen and Rock Paper
Shotgun

2012 - featured in Voiceworks Magazine

2011 - featured in Imagine fx Magazine

2010 - Chosen and exhibited in the 2009 VCE top
Arts exhibition with self portrait 'oneself'

Education

Bachelor of Design: Games at RMIT - 2012
GPA 3.8

Skills

Photoshop
Zbrush
Maya
Unity 3D
Premier
After Effects

Drawing
Painting
Sculpture