



Toby Marvin

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//EDUCATION

Ex'pression College for Digital Arts
Associates of Science Animation and Visual Effects

//SOFTWARE

Photoshop CS4
Illustrator CS4
After Effects CS4
Final Cut Pro
Maya 2009
3D Studio Max

//PRODUCTS

Motorsiege
The Network
The Sims2
The Sims2: Night Life
The Sims2: University
Zuma
Ride Racer Mobile
Yahoo! Music
Gods & Heroes
The Sims3

//REFERENCES

AVAILABLE UPON REQUEST

ELECTRONIC ARTS

Redwood Shores, CA // User Interface Artist // 2008

Production Art.Design.Implementation / Worked closely with the UI Art Director and Engineering team on interface art production, cursor and icon design, layout, launcher and UI implementation for upcoming videogame The Sims3.

FREELANCE DESIGNER

Oakland, CA // 2007

Art.Design.Concept.Photography / Performed a wide variety of services for various clients ranging from print, product photography, website layout, 3D work and concept pieces.

PERPETUAL ENTERTAINMENT

San Francisco, CA // FX Artist // 2006

Particle FX.3D Design.Implementation / Worked closely with the FX Lead in Perpetual Entertainment's small FX team to create a dynamic, visually unique system for each different system within the game as well as some 3D design and FX implementation for the MMO videogame Gods & Heroes.

BIG BEAR ENTERTAINMENT

Sausalito, CA // Lead 3D Artist // 2005-2006

3D Design.Texturing.Concept / Created 3D Models of popular rock and hip-hop artists as well as environment art for Yahoo! Music promotions. Approved 3D assets from outsourcers and provided feedback for incoming assets. Also took over for the UI Artist at the end of the project.

NEW PENCIL

Sausalito, CA // Staff Artist // 2003-2005

3D Design.Texturing.Concept / Performed a wide variety of artistic roles including 3D design, design, pixel art, UI art and design, rendering and cleanup work on projects for Electronic Arts, Perpetual Entertainment, Pogo Online, N2 Productions and many more.