

Brad Fitzpatrick

2d Mobile Game Artist, UI Designer, & Illustrator
brad@bradfitzpatrick.com

Summary

I'm an illustrative designer & 2d/UI artist, primarily creating graphics for mobile games.

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Portfolio: www.bradfitzpatrick.com
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I've been creating art & illustration professionally for over 18 years, the last 10 years for the gaming industry. I'm currently available for assignment as my previous studio, KLAB America, recently closed.

If you have a need for what I do and like what you see in my portfolio, please feel free to get in touch to chat about your project.

My Specialties:

- > GUI Art & Design
- > Character Design
- > Background Design
- > Icon Design
- > Logo Design
- > Concept Art
- > Storyboarding
- > Flash Animation

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Experience

Senior Artist // UI Designer at KLab America, Inc.

February 2013 - February 2016 (3 years 1 month)

- // Game UI Design
- // Character Design
- // Icon design
- // Background Design
- // Logo Design
- // Art Direction
- // Photo Editing and Painting
- // Powerpoint Pitch Presentation Concept Art
- // Marketing & promotional materials for print and social

Independent Freelance Illustrative Designer - Game Artist, Designer, & Animator at Fitzillo Incorporated

2004 - January 2016 (12 years)

Created, managed, and directed art and design for mobile, social, & casual games for a variety of clients on a contract basis. Tasks include: GUI art & design, character design & development, background art & design, prop design, logo design, icon design, story-boarding, and Flash animation.

Games I've worked on:

- > Usagi Yojimbo - Way of the Ronin
- > Dolphin Adventures - Wild Friends
- > The Dictator Wadiyan Games
- > Jay-Z's Empire
- > Littlest Pet Shop
- > FashionPlaytes
- > Planet Cazmo
- > Tonka Garage
- > Modo Sports
- > FurReal Friends
- > Scrabble Flash
- > Twister Grooves
- > Jigazo

Freelance Illustrator at Fitzillo Incorporated

2004 - January 2016 (12 years)

Spot Humorous Illustration for a variety of Magazines, including: Scholastic, Scouting Magazine, The Scientist, NH Magazine, Maine Magazine, and Focus Journal.

Illustrated 5 children's books for Picture Window Books in 2005.

Digital Media Artist at Active Edge New Media

2000 - 2003 (3 years)

Created art & design for print and interactive media.

Book Cover Designer at Thorndike Press

1998 - 1999 (1 year)

Illustrated and designed book covers for a large print book publishing house.

Sign Maker & Designer at Tri-Signs Incorporated

1996 - 1997 (1 year)

Designed, crafted, and installed indoor and outdoor signage for local businesses, colleges, & universities.

Education

The Art Institute of Boston

Illustration, 1993 - 1995

Recommendation

"To be clear, Brad is a talented artist--but that's not why I value him so much. Brad is also a vital and dependable partner in the creative process. In my career, I try to identify key people that I continually find ways to work with because they are extraordinary, and Brad is one of those people. At the early stages of a project, Brad takes direction and quickly visualizes it, whether it relates to UI, character development,

environments, logo design, or lots more--and then works collaboratively to iterate it all into polished final assets that make the shipped product shine. Whenever I deliver anything to Brad, I know he'll turn it into magic. I hope to be working with him long into the future."

— [Glen Dahlgren](#), *Director of Game Design, KLab America Inc.*, managed Brad at KLab America, Inc.