

Dane Fitzmaurice

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Education

George Mason University, College of Visual and Performing Arts, Fairfax, VA

B.F.A., Computer Game Design and B.F.A., Art and Visual Technology and Painting, May 2015

GPA 3.60, Dean's List, and Recipient of Class of 2015 Design and Artistic Achievement Award for the Computer Game Design Program

Experience

Lead Artist, Bruxe Studios, Fairfax, VA (Oct 2013 - Present)

- Formulate and guide art direction for new indie game and app development company; envision, execute and curate company's artistic and aesthetic identity, leading to new clientele and business opportunities.
- Create a wide range of original content, including concept art, in-game art assets (models, textures, sprites, UI), programming scripts and shaders, and commercial graphic design material.
- Collaborate extensively with programmers, sound designers, directors, and a variety of clients to address challenges and establish a cohesive, efficient and focused work environment.
- Adapt development process to accommodate the challenging nature of indie studio environment, including tight deadlines and heavy workloads.

Apple, Inc., Apple Store Specialist, Washington, DC (Apr 2011 - Mar 2013)

- Advised business and consumer clients in a fast-paced and demanding retail setting; assessed client needs and proposed technology solutions in a constantly changing product environment.
- Led beginner and advanced workshops on product design and operation; utilized a flexible teaching approach based on individual needs.
- Oversaw adherence to Apple Store visual standards; directed employees on maintaining these strict guidelines.

Century Council, Concept Artist, Fairfax, VA (Aug 2012 - Nov 2013)

- Led development team's conceptual and visual art direction for video game focused on adolescent healthy living.
- Created art assets, including digital concept paintings, game models, and 2D texture overlays.

Arlington Artists Alliance, Art Instructor, Arlington, VA (Sept 2009 - June 2010)

- Served as assistant to professional painting teacher; Instructed and monitored art students.

Software

Adobe Photoshop; Adobe Illustrator; Adobe Lightroom; 3DS Max; Maya; Blender; Unity 3D; UDK; MonoDevelop; Final Cut Pro; Logic Pro X; OSX, Windows, iOS, and Android operating systems; Microsoft Office (Word, PowerPoint, Excel) and Apple's iWork (Pages, Numbers, Keynote).

Art Instruction

Extensive coursework with private instructors and institutions such as the National Gallery of Art, Art League School, Arlington Artists Academy, and Corcoran School of Art; focused on a wide range of media, including figure and portrait painting, oil and pastel painting, sculpture, digital art, and art history.

Selected Art Awards

2013 Mobile Study Team Award for "Dizzy Dash" game; 2009 Certificate of the Highest Merit Scholarship Award, Arlington Artists Academy; 2009 Gold Key Award, National Scholastic Art and Writing Awards; 2009 Winner of the Arlington County Automobile Decal Design Competition; 2008 State Finalist in National Google Logo Design Contest.