

ALEXANDER BRADLEY CONCEPTS

I create worlds

Objective

I create worlds with thoughtful designs and compelling visuals using my artistic talent, my experience as a concept artist, and my background in historical cultures.

Education

Master of Arts, Medieval Literature
Catholic University of America, 1995

Bachelor of Arts, English
College of William and Mary, 1993

Software Proficiencies

Adobe Photoshop 7.0
Adobe Illustrator 10
Adobe After Effects 5.5
JASC Paint Shop Pro/Animation Shop Pro
Macromedia Director 8
Macromedia Dreamweaver 4
Macromedia Flash 4
Microsoft FrontPage 2000
Microsoft Office
Poser 4
Ray Dream Studio 5
Toolbook Instructor 8

Contact Information

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Professional Experience

Graphics/Multimedia Consultant

Booz Allen Hamilton 2002-present

- Enhanced client presentations and proposals with graphics and animations
- Designed graphical user interfaces for electronic media
- Developed client branding for print and digital media
- Created technical concept illustrations using traditional and digital media
- Created storyboards for video and animation pre-production

Freelance Illustrator

1990-present

- Created box and card illustrations for Playroom Entertainment, Buccaneer Games, and Looney Labs
- Created cover and interior illustrations for six roleplaying game publishers
- Created poster and program art for theatre companies Shakespeare's Skum and The Rude Mechanicals
- Created color illustrations for a customized Tarot card deck
- Created over 200 caricatures in various venues and styles.

Lead Artist

Digital Sandbox, Inc. 2000-2001

- Lead artist of the production team for a risk management software developer
- Created graphical user interface for *Site Profiler*, Digital Sandbox's main product
- Led a team of developers responsible for user experience of *Site Profiler*
- Designed and implemented web-based antiterrorism and military courseware

Art Director

Imaginarium, Inc. 1998-2000

- Founding artist of the production team for a startup Internet game developer
- Created logos, concept art, level maps, story illustrations, and other computer graphics and animations for use with *The Gryphon Tapestry*, a massively multiplayer online roleplaying game
- Created complex customizable illustrations for character portraits in game
- Supervised freelance illustrators who provided game art content
- Helped develop game world and Art Bible for *The Gryphon Tapestry*

Related Experience

Game Developer's Conference

San Jose, CA 2000, 2001

- Attended seminars on art production for software game developers
- Attended seminars on game design for software game developers

Living History Interpreter

La Belle Compagnie, 1995-present

- Researched authentic clothing and material accessories for a 14th-century English archer
- Created authentic hand-made artifacts for a 14th-century English archer
- Competed in Military Through the Ages, a regional living history competition

Vintage Dance Performer

Centuries Historical Dance, 2001-present

- Reconstruct and perform dances from the Renaissance to the 20th century
- Assist with graphic design and layout for press materials