

EVE MILAN

ART DIRECTOR

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PROFESSIONAL PROFILE

With over 12 years of experience in the Games industry, my journey has encompassed a diverse spectrum of roles. My background spans across creative direction, art direction, interactive direction, production, UI/UX, NFT design, AI production, vendor management and business development.

SKILLS

Team Leadership
Visual Development
Interactive Direction
Art Direction
Creative Direction
Production
UI Design
UX Design
Graphic Design
Business Development
Account Management
Vendor/Outsource

TOOLS

Photoshop
Illustrator
Indesign
XD
Sketch
Figma
Midjourney
Stable Diffusion
Jira
Monday
Hubspot

EDUCATION

Academy of Art University
San Francisco, CA
BFA Graphic Illustration
2009

WORK EXPERIENCE

CONCEPT LABS/ CONCEPT ART HOUSE

JAN 2020-AUG 2023

Creative Director

- Led a team of designers, artists, and developers in the ideation, creation, and launch of innovative Digital Collectible projects for UFC Strike
- Developed and communicated creative vision, ensuring alignment with Major IP UFC brand identity
- Collaborated with technical artists, motion designers and engineers to conceptualize and produce high-quality digital art pieces
- Orchestrated the end-to-end creative process, from initial brainstorming to final execution.
- Worked closely with product and marketing teams to devise strategies for promoting NFT collections and engaging the UFC audience
- Managed project timelines and resources, consistently delivering projects on time and within budget.
- Cross Dept process improvement procedures developed and implemented

Art Director

- Lead team in development of 2D, 3D, Animation, VFX and UI for an unreleased game project for the UFC Strike brand.
- Ensured visuals were consistent and meet a high standard of quality
- Artistic vision holder for look and feel of title

Director of Business Operations

- Innovated new pipelines and services for Web 3 projects
- Reorganized and redefined roles and responsibilities for the sale team
- Hired and Trained a new Web 3 focused Sales Dept
- Managed Sales funnel an ensured deals were booked smoothly
- Introduced CRM use, Improved Deal tracking and Close rates

Business Development Manager

- Managed many high profile accounts such as 2K, Roblox and Studio Wildcard.
- Supported clients with high volume requests and fast paced deadlines.
- Conducted industry research, competitive analysis, and process improvement
- Defined marketing and social media goals
- Supported all aspects of art creation in games.
- Expert in understanding clients needs and priorities.
- Booked top two most profitable years in company history

5TH PLANET GAMES
UI/UX Designer & Art Director

AUG 2013-NOV 2019

- Lead UI/UX for multiple titles for midsize game developer
- Titles had varying needs, from new IPs and systems from scratch, to reskinning and revamping older games, to crafting new and interesting features for older games.
- Responsible for the complete visual design process, including: research of competitors, concepting style, sketching iterations, wire framing the flow, creating mock ups, creation of a system of game assets for implementation, play testing for usability, maintaining after ship
- Designed for multiple platforms, aspect ratios, and engines.
- Collaborated with engineers to create resource light systems and modal game assets
- Collaborated with design establishing intent to turn complex concepts and monetization strategies into user friendly features
- Ran art direction and production pipeline for in game assets and well as marketing assets

RED WATERMELON GAMES
2D Artist

MAR 2011-APRIL 2013

- Created vector graphic games for mobile app developer
- Decided the visual style and artistic direction of artwork for games.
- Created all visual assets and animation frames.
- Developed all artwork, from sketches to in game assets.
- Developed UI systems, created characters, landscapes, etc