



VICTOR PIERCE

ABOUT ME

HI, I'M VICTOR. I'M AN ARTIST WHO LIKES TO TAKE ON CREATIVE CHALLENGES. I WORK IN A VARIETY OF STYLES AND HAVE PROFESSIONAL EXPERIENCE WORKING WITH TEAMS OF ARTISTS AND PROGRAMMERS TO SOLVE PROBLEMS AND CREATE ENGAGING CONTENT.

EDUCATION

MISSOURI STATE UNIVERSITY, 2013
BACHELOR OF FINE ARTS
IN COMPUTER ANIMATION

SKILLS

ADOBE PHOTOSHOP /
ILLUSTRATOR / AFTER EFFECTS /
ANIMATE / TOON BOOM
HARMONY / DIGICEL FLIPBOOK /
MICROSOFT OFFICE

CONTACT ME

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EXPERIENCE

EVERI

ARTIST I, MAY 2015 – DEC 2018

ARTIST II, JAN 2019 – PRESENT

- CREATED ART ASSETS FOR SLOT GAMES, INCLUDING LOGOS, CHARACTERS, PARTICLES, UI ELEMENTS, SYMBOLS, AND BACKGROUNDS
- WORKED EFFICIENTLY TO MEET AND EXCEED PRODUCER'S SCHEDULE AND PROJECT MILESTONES
- FORMATTED AND EDITED DYNAMIC PROMO VIDEOS FOR EACH GAME UPON COMPLETION
- ADAPTED TO A VARIETY OF ART STYLES AS WAS REQUIRED FOR EACH GAME
- CONTRIBUTED TO PREMIUM LICENSE TITLES, INCLUDING RICHIE RICH, HOT STUFF, PRESS YOUR LUCK AND THE KARATE KID
- COLLABORATED WITH PROGRAMMERS TO OPTIMIZE PNG ANIMATION ASSETS WITH AN IN-HOUSE PUPPET TOOL SCRIPT FOR ADOBE AFTER EFFECTS
- DELIVERED ITERATIONS OF ART ASSETS TO PERFORCE

ACCOMPLISHMENTS

- PRIMARY ARTIST ON SMOKIN' HOT STUFF WICKED WHEEL - WINNER GLOBAL GAMING BUSINESS GOLD MEDAL AWARD BEST SLOT PRODUCT 2020
- LED WORKSHOPS FOR EVERI ARTISTS AS IN-HOUSE PUPPET TOOL SCRIPT EXPERT