

DAVID FRANKEL

Greater Los Angeles, CA

www.davidfrankel.com

david@davidfrankel.com
www.linkedin.com/in/davidfrankel

TECHNICAL ARTIST AND GENERALIST GAME DEVELOPER

Bridge the Gap Between Art and Technology

Deliver Immersive Gaming Experiences through Creative Problem-Solving and Technical Innovation

Versatile game developer with extensive industry experience in all parts of the development cycle. Cross-disciplinary skills include engineering, art, and leadership. Excellent verbal and non-verbal communication skills with a focus on active listening, empathy, and clear, concise writing. Passionate about games, art, collaboration, and teaching.

Areas of Expertise:

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|--------------------------------------|--------------------------------------|
| – Generalist Game Development | – Rapid Prototyping |
| – Team Management | – Front-End Tools Development |
| – Technical Art | – 2D Art |
| – UI | – 2D Animation |
| – Shader Graph | – VFX |

TECHNICAL SKILLS

Languages: C#, Blueprints, Java, JS

Tools: Unity, Unreal Engine, Photoshop, Procreate, Blender, Aseprite, Final Cut Pro, After Effects

PROFESSIONAL EXPERIENCE

BLIZZARD ENTERTAINMENT, Irvine, CA

2020 - 2024

Senior Technical Artist II, Lead Role

Member of Blizzard Team 5 (Hearthstone). Managed team of 2 to 6 technical artists. Collaborated with Production in plotting out yearly team goals. Developed custom components and tools for art team and created extensive documentation. Worked with incubation teams to prototype new features and games.

Projects: Hearthstone

- Maintained regular schedule of one-on-ones and employee reviews and managed hiring process, ensuring team performance met needs of project.
- Developed tools and custom Unity components widely used by multiple art teams, enabling artists to quickly achieve intended designs.
- Worked closely with lead artists, prototyping new looks and features.
- Facilitated knowledge sharing; compiled comprehensive and accessible documentation, generating faster turnarounds, enhancing team member growth, and preventing knowledge loss.

- Organized company-wide information exchange for tech artists, compiling documentation on best practices, sharing compiled information with management.
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GRAB GAMES, Santa Monica, CA

2011 - 2020

Technical Art Director**2016 - 2020****Art Director****2012 - 2016****Art Manager****2011 - 2012**

Managed team of 6 to 12 artists. Guided creation of new artistic direction as company transitioned from web to mobile. Created tools and automation, and UI and VFX. Worked with incubation teams prototyping new features and games. Shipped over 20 games of varying scopes, platforms, and genres.

Projects: John Wick Chronicle, Knockout League, Amoeba Battle, Gold Miner Go

- Created initial proof-of-concept tech demos, inspiring company to make leap into early adoption of VR and AR development.
- Helped create pipeline for company-wide mobile development by developing tools and setting standards for asset optimization.
- Transitioned team familiar with browser development to mobile game development, allowing company to release over ten games on mobile.
- Held team meetings and one-on-ones, facilitating career development for direct reports on art team.
- Led visual upgrade in Gold Miner (Grab's largest franchise), preparing art team to compete in modern, mobile market.

JAVAGROUND, Irvine, CA

2006 - 2010

Art Director**2007 - 2010****Artist****2006 - 2007**

Founded, and then managed, team of 7 artists and 7 external contractors in fast-paced startup environment. Created new and polished existing pixel art for mobile games. Created pitch decks and other ancillary documents for CEO. Shipped over 30 games.

Projects: God of War: Betrayal, Zombieland, 007: Quantum of Solace, Spider-Man 3

- Managed team of new and veteran artists, creating clean, unified style.
- Led internal team in extensive asset optimization, allowing company to ship on wide variety of devices.
- Collaborated with publisher-side art directors, determining games overall look and feel.
- Trained internal and publisher-side artists in use of proprietary graphics software, enabling efficient and collaborative graphics development.
- Worked directly with internal tools team, improving content creation pipeline.

ADDITIONAL PROFESSIONAL EXPERIENCE

Projects: Moonbridge Library, Lab Rat, The Forgotten King, Ritual, Clyde Versus the Maze

- Organized, collaborated on, and led numerous completed projects.
- Managed teams and projects.
- Acted as solo or senior engineer, artist, and designer.
- Won first place in the 2022 Anime Expo Chibi Jam.

EDUCATION

Bachelor of Arts (BA), Interdisciplinary Arts, Hampshire College, Amherst, MA