

KEITH LOWE

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www.keithloweart.com



Passionate illustrator and designer with 12 years of publishing experience. Designed and illustrated components for 9 board games as well as more than 50 strategy guides and limited edition products. A diverse career in corporate, small business, and freelance settings, with an understanding of the strengths and challenges faced in each environment.

PROFESSIONAL EXPERIENCE

ART DIRECTOR

Megacon Games
August '07 – Present

Responsibilities:

- Successfully published 9 board game titles as well as numerous expansion products, managing a vast array of elements and components.
- Create unique and dynamic brands in the form of logos, designs, and concepts to support and direct multiple product lines.
- Conceptualize characters for sculptor use, as well as for use in printed media, web, and various marketing applications.
- Develop illustrations to assist writer in story telling, as well as for use in printed media, web, and various marketing applications.
- Solicit and direct artists in production of high quality work, while achieving a consistent visual style throughout each product.

ADJUNCT PROFESSOR

Indiana Wesleyan University
2016 – Present

Responsibilities:

- Teach courses as assigned, typically 1 course per semester. Courses include: Game Design, Story Boarding, and Drawing I (Spring 2017)
- Develop course syllabus, create assignments, evaluate student success, and deliver instruction in a face-to-face environment.
- Mentor students, with a holistic goal of instilling both a passion for their work, as well as ingraining a professional mindset and work ethic.
- Courses taught are credit bearing, college is regionally accredited.

EDUCATION

INDIANA WESLEYAN UNIVERSITY

Sept 2000 - Dec 2004: Bachelor of Science in Fine Art, Illustration, and Computer Graphics

AWARDS

2014 : Origins Award Nominee Best Miniature Figure Line, MERCS Miniatures (Shock Trooper, Spy, Eagle, Breacher) – MegaCon Games (Art Director)

2012 : 65th Annual Midwest Publishing Association Book and Media Show, Special Trade (Gift) Category 4 Winner, Diablo III Limited Edition (Designer)

2011 : Origins Award Nominee Best Miniature Rules, MERCS Miniatures (MERCS Game Rules) – MERCS Miniatures (Designer and Illustrator)

2009 : Tabletop Gaming News, Best Sci Fi Mini Runner Up (Concept Artist)

2008 : Tabletop Gaming News, Best Sci Fi Mini Runner Up (Concept Artist)

my online portfolio: www.keithloweart.com

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SELECTED PUBLICATIONS

Skyrim® Special Edition Collector's Strategy Guide, Prima Games 2017
Super Mario Odyssey™ Game Guide, Prima Games 2017
The Last of Us™ Limited Edition Guide, BradyGames 2013
Star Craft® II Heart of the Swarm™ Limited Edition Guide, BradyGames 2013
Bioshock® Infinite Limited Edition Guide, BradyGames 2013
Borderlands® 2 Limited Edition, BradyGames 2012
Diablo® 3 Limited Edition Guide, BradyGames 2012
Halo® Anniversary Guide, BradyGames 2011
UFC Encyclopedia®, Dorling Kindersley, 2011

Incursion™ SNAFU, Grindhouse Games 2011
Halo® Reach Legendary Edition Guide, BradyGames 2011
Star Craft® II Wings of Liberty™ Limited Edition Guide, BradyGames 2010
Call of Duty® Modern Warfare 2 Limited Edition Guide, BradyGames 2009
Uncharted® 2 Among Thieves™ Signature Series Guide, BradyGames 2009
Bioshock® 2 Special Edition, BradyGames 2009
Star Ocean® The Last Hope Signature Series Guide, BradyGames 2009
Little Big Planet™ Super Book Signature Series Guide, BradyGames 2009
Incursion™, Grindhouse Games 2009

SELECTED PRODUCTS

Myth®: Dark Frontier, MegaCon Games 2017
Emergence Event™: The Awakening, MegaCon Games 2017
Dumpster Diver, MegaCon Games 2016
MYTH®: Blackwall Warrens, MegaCon Games 2016
MYTH®: Shores of Kanis, MegaCon Games 2016
MERCS® 2.0 Rules, MegaCon Games 2015

MERCS®: Recon Counter Threat, MegaCon Games 2015
MERCS: Recon Assassination Protocol, MegaCon Games 2015
Emergence Event™, MegaCon Games 2014
MERCS®: Conflict, MegaCon Games 2014
MYTH®, MegaCon Games 2014
MERCS® Game Rules, MERCS Miniatures LLC 2009

ORGANIZATIONS

2014-2017 : Circle City Church Teen Ministry Co-Leader

PUBLICATIONS

William Herkewitz, "The 35 Best New Board Games" Popular Mechanics, access date: Jan 13, 2016
<http://www.popularmechanics.com/culture/gaming/g18/15-best-new-board-games-of-the-year/>
"What's in a Game?" Cover Story, GenCon 2015, Nuvo Magazine, August 15, 2015
<http://www.nuvo.net/indianapolis/indiana-game-designers-at-gen-con-2015/Content?oid=3366487>

SKILLS

ILLUSTRATION

Experience with rendering in digital and traditional media forms
Understanding of human and creature anatomy
Knowledge of form, shape, and perspective
Understanding of light, value, composition, design, and color theory

GRAPHIC DESIGN

Strong understanding of design principles, color theory, and typography
Knowledge of image formats for web and printed media
Understanding of the print production pipeline
Excellent knowledge of Adobe Design Suite, and other graphic arts tools

SOFTWARE EXPERIENCE

Adobe Photoshop CS series
Adobe Illustrator CS series
Adobe Indesign CS series

Microsoft Office & Excel
FTP Software
Proficient of Microsoft Windows and Macintosh OSX systems

PERSONAL REFERENCES

Available upon request