



Anthony Conley

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Profile

Professional Artist & Digital Illustrator with decades of experience developing brands in Kids and Family entertainment using strong creative understanding and aesthetic judgment, solid drawing skills, *outside the box* imagination and extensive experience in licensed character art, illustration game art and design. I adapt to my clients needs while also offering my expertise and vision for success and meticulous attention to detail in the fast-paced and constantly changing creative environment.

Experience

INDEPENDENT ILLUSTRATOR & DESIGNER, ANTHONYCONLEYART.COM; ICE COLD MILK LLC – 2018-PRESENT

- Specializing in digital art, licensed illustration, creative development, key art, character art, game asset creation (props and environmental art, 2D), children's book illustration & design.
- Clientele includes; Disney, Netflix, Nickelodeon, Neopets, Marvel, DC, Dr Seuss, Sesame Street to name a few
- Art Advisor for Neopets / Developing character content for the popular game brand since its inception and continuing to advise the new leadership in the creation of assets on and off the web.

SR ART DIRECTOR-CHARACTER ART AND ILLUSTRATION, NICKELODEON GLOBAL CREATIVE GROUP; BURBANK, CA – 2014-2018

- Efficiently leads and administers creative direction for projects which support merchandising and marketing teams, both nationally and internationally.
- Offer concept designs and art direction for custom walk-around character costumes and sculpted character props for use at theme parks, live stage shows, promotional events and marketing campaigns.
- Spotlight projects include: Packaging direction for toys and consumer products (SpongeBob, Shimmer and Shine, Teenage Mutant Ninja Turtles, Paw Patrol, Top Wing, JoJo Siwa) Publishing direction for children's educational and picture books (Dora the

Explorer, SpongeBob, Shimmer and Shine, Paw Patrol, Top Wing, Rusty Rivets, Blaze and the Monster Machines, TMNT)

ART DIRECTOR, NICKELODEON GAMES INC; GLENDALE, CA USA – 2008-2018

- Managed a group of artists in the creation of creative assets for mobile games for brands like Sponge Bob & Teenage Mutant Ninja Turtles as well as for original IP.
- Developed pitch materials for executive meetings in order to gain support and approval for new, high profile projects.
- Supported the development of existing on-line games such as Petpet Park and Monkey Quest (a massive multiplayer online game). In this roll I created game assets, promotional materials, character art and animation.

ART DIRECTOR, NEOPETS INC; GLENDALE, CA – 2000-2008

- Managed art team of 25+ artists, provided creative vision and concept designs and built partnerships with third-party vendors producing product, graphics and content for Neopets.com
- Helped significantly expand the growth of Neopets' online presence by updating creative content daily and designing an expansive range of fantasy characters.

Education

Otis College of Art and Design, Los Angeles, CA
Communication Design & Illustration

Skillset

- Art direction, digital illustration, character design, traditional illustration, conceptual art, creative development and some animation.
- Proficient in Adobe Creative Cloud; Photoshop, Traditional Illustration

References available upon request

