

Rantz A Hoseley

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Additional Contact Information &
References available upon request

Career in a Nutshell

This determined veteran of campaigns waged across the fields of art, videogames, software development, comics and business management, is now on a mission to eliminate mediocrity across multiple fields. Despite his youthful enthusiasm, Hoseley “delivers the goods” with these impressive bullet points:

- 28 years professional art and design experience
- 18 years of games and software industry experience
- Over 20 years of project, department, and personnel management experience.
- 8 years of Magazine, Web, & Newspaper Editing

Positions Held

LongBox, Inc - October 2007 – 2011

CEO - Founder

- **The LongBox Digital Platform** - *Mac / PC* - App & Server Design, Platform Requirements, Server & Application design, UI & UX Design, (June 2010)

Quicksilver Software, Inc. - February, 1999 – 2010

Creative Director

- **Star Trek – Tactical Assault** – *Nintendo DS / Sony PSP* – UI & UX Design, Environment & Vessel Modeling & Textures – Only 3rd Party PSP game to use multi-channel texturing and bump-mapping, only 3rd Party DS game to use DS Rumble Pack (Oct '06)
- **Type to Learn 4** – *Mac / PC* – UI & UX Design, 3D Modeling, textures, & animation for UI
- **AMF Wireless Bowling** – *First realtime 3D Bowling game on Cell Phones* – UI & UX Design, Character & Lane Designs.
- **Full Spectrum Leader & Command** versions 1 & 2 - *Military Sim Trainer for command & control at Platoon and Squad Level* – UI & UX Design, Unit modeling & textures.
- **Cashflow 101 & 202** – *Mac / PC Online version Of Robert Kiyosaki's Rich Dad Game System* – UI & UX Design, Character Design, Cinematic Storyboards & Editing
- **Master of Orion III** – *Mac / PC* – Alien Creature, Environment & Spacecraft Design, UI & UX Design, Cinematic Script, Storyboards & Editing.

Disney Interactive - May 1996 - October 1998

Lead Artist - Senior Computer Graphic Artist

- **A Bug's life Print Studio** – *Mac / PC* – Character Modeling & Animation under the Supervision of Pixar.
- **Aladdin: The Fate of Agrabah** - *PC* – Supervised 4 international teams comprised of 172 artists, Environment & Character Design, Level design & Visual Style guides.
- **A Bug's life Print Studio** - *PC & Mac* – Created 3d Character models under Pixar Supervision, animation, UI & UX Design and asset creation (Oct '98)

- **TRON: Light Cycles** – PC- Designed game, created 3D models, FX, UI & UX for 25th Anniversary DVD release. (unreleased multiplayer game)

Philips Media – 3D R&D Group - October 1994 - May 1996
Senior Computer Graphic Artist

- **Realtime 3D R&D Group** – PC, Mac, Console – Developed Assets, production methodologies, & tools for Philips Realtime 3D R & D initiative. (1995-96)
- **BURN: CYCLE** – Mac & PC- Converted UI assets, 84 minutes of raw video, and special FX from CD:I version to Mac & PC in 12 languages in 4 months. (Oct '94 – Feb '95)

Partial Selection of Additional Professional Experience

AWARDS

Winner 2009 Eisner Award – Best Anthology
 – Comic Book Tattoo, Image Comics

Winner 2009 Harvey Award – Best
 Anthology – Comic Book Tattoo, Image
 Comics

Nominee 2009 British Fantasy Award – Best
 Comic or Graphic Novel – Comic Book
 Tattoo, Image Comics

DESIGN & ILLUSTRATION WORK

Concept and design artist for The Panic
 Channel (www.thepanicchannel.com), a
 new band containing three of the members
 of Jane's Addiction, For a massive
 multimedia video, audio and interactive
 project to accompany the band's first
 album.

Contributing artist to the 2005 Rainn
 benefit calendar (with Mike Kaluta, Jon
 Foster, David Mack and Bill Sienkiewicz.)
<http://www.rainn.org/calendar.html>

Designed the tour Programmes for Tori
 Amos' Under the Pink and Boys for Pele'
 tours, as well as being the on location
 photographer for the Under the Pink video
 shoots.

Over five years experience as a production
 and storyboards artist on film and rock
 videos for bands including Aerosmith,
 Poison, Whitesnake and The Scorpions.

COMICS & GRAPHIC NOVELS

Edited, Art Directed, & wrote material for
 Comic Book Tattoo, the bestselling, multi-
 award winning 480 page Coffee table-
 format anthology. Published by Image
 Comics. (2008)

Writer and Creator – Vix! – an “all-ages”
 comic miniseries illustrated by Matthew
 Humphreys. Published by
 Image/Shadowline. (2008)

Co-wrote, edited and illustrated ‘*Rich Dad’s
 Escape from the Rat Race*’, a graphic novel
 adaptation of the Best-selling book *Rich
 Dad, Poor Dad* for Little Brown Publishing.
 (2005)

Creator of the game industry comic strip,
 Deathmarch, hosted by the Gamespy
 networks
<http://archive.gamespy.com/comics/deathmarch/>.

Over ten years experience doing freelance
 comic book work, (editing, writing, penciling
 and inking) for publishers including TSR,
 Fantagraphics, Caliber, Image, and Dark
 Horse

GRAPHICS & TECHNOLOGY AFFILIATIONS

Contributing writer for the college-level textbook "Cinematography in games", coursework published by NIIT. Employed into student curriculum in various colleges and art schools across the United States beginning in late 2005.

Demo Artist and class instructor at Siggraph and GDC for Right Hemisphere, Discreet and Oregon3D, teaching DeepPaint3D.

Secured Quicksilver Software's position of the Alpha steering committee for 3DSMAX, DeepPaint3D, and various 3rd party plug-ins.

Selected by NASA as one of 100 guest attendees from the technology industry for STS-135, the launch of the final Space Shuttle mission in 2011.

Software Skills

3D Packages

Highly Proficient in High Poly and Low-Poly modeling, spline and NURBS modeling, multi-surface texturing and animation with 3DSMAX and it's related plugins. Highly proficient in Silo and other Sub-Division surface modelers. Experienced in SoftImage, Mudbox, Maya and ZBrush.

2D, Video and other software packages

Highly Proficient in the following: Adobe Premiere, Adobe Photoshop, Adobe Illustrator, Adobe AfterEffects, Adobe InDesign, Quark XPress, Sketchbook Pro, Manga Studio EX, Corel Painter, Autodesk SketchBook Pro, Adobe DreamWeaver, Camtasia, Final Cut Pro, Apple Keynote, Microsoft Project, Word, and Excel, Scrivner, Fontographer,

Other skills

Proficient in HTML5 & CSS3, experience in JQuery & JavaScript. Traditional media illustration and painting in a variety of styles (using both digital & traditional techniques.) Storyboarding. Voice acting. Excellent written & verbal communication skills. Scripting (for TV, Film, Videogames, or Comics). Adept in non-fiction and fiction writing, and experienced in audio as well as music production. A proven ability to easily work with multiple projects simultaneously, while managing local & offsite teams efficiently to produce maximum results. Capable of quick adaptation and acquisition of new knowledge, conditions and skill sets. Manages both team and individual tasks with patience, a sense of humor, and a overwhelming drive to ferret out the best solutions that push both the team members and project results to new levels of accomplishment.

Education

1990-94

Attended Washington State University. Pullman, WA.
Course of Study: BA in Fine Arts, Emphasis in Painting.

1986-87

Attended Otis/Parsons School of Design in Los Angeles.