Craig Sharpe

Art Director/Lead Game Artist/Game Designer

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Portfolio Site

ABOUT

Hi there! I'm a passionate lead game artist with more than 16 years of experience designing, creating, and animating game assets, with a strong focus on high-quality pixel art, illustration, and characterful 2D animation. As the co-founder and solo/lead artist and art director at **Retro Dreamer** since 2008, I've been responsible for defining bold and appealing visual identities, user interface designs, and promotional materials for more than 20 published games across mobile and PC.

Inspired by video games from a young age, my love for the medium has helped me to grow an appreciation for game design and artistic principles. I'm a collaborative team player with strong knowledge relating to the game production process, and the optimization of game assets for mobile devices.

SKILLS & COMPETENCIES

- Highly specialized in 2D animation, sprite/pixel art, and character design/concept art.

- Promotional art and video creation.

- Art direction and development: style, color, readability.

- Strong knowledge of user interface design.

- Experience with 3D asset creation, modeling, rigging, and texturing.

- Storyboarding and animatics.

- Strong game design fundamentals.

- Game asset optimization for mobile.

- 22 years experience using *Adobe Creative Suite (Photoshop, Illustrator, Premier).*

- 5 years experience working in *Unity.*

- Experience using version control.

- Strong technical knowledge.

- Exceptional communication skills.

- Collaboration as part of a small remote team.

- Time management and organization.

- Passionate attention to detail.

EXPERIENCE

Retro Dreamer — *Co-founder/Art Director/Game Designer*
05/2008 - PRESENT

- All game art/animation/VFX creation.
- Art style direction/concept art/character design/storyboarding.
- UI/UX design.
- Promotion art.
- Game design.

Antair — *2D Sprite Animation and Supplemental Art*
02/2007- 05/2007

- 2D character design and sprite animation.
- 2D cutscene illustrations.

EDUCATION

University of Cumbria, Carlisle UK — *Bachelor of Arts in Multimedia Design & Digital Animation*
09/2001 - 05/2004

AWARDS

Rocket & Raygun Awards 2011: *Best iOS Shoot-em-up* — Velocispider

NOTABLE GAMES

- Monsters 'til Midnight [Steam] - 2023
- Infinibugs [App Store] - 2019
- Dungeon Drop [App Store] - 2019
- Monsters & Monocles [Steam] - 2016
- Duckers [Youtube] - 2012
- Velocispider [Youtube] - 2011
- Sneezies [App Store] - 2008