

Chris Handloser

Seeking a position that will allow me to utilize my skills and talents to lead the creation of unique, memorable, and addictive user experiences.

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EXPERIENCE

Sphero, Boulder CO — *Production Art Lead / Creative Director*

MAY 2016 - PRESENT

- Responsible for managing the Art and Design Departments across multiple simultaneous projects on highly compressed timelines.
- Mentored Art and Design teams and set personal growth milestones
- Coordinated with, and supported various other internal departments
- Designed app click-throughs to secure buy-in from Key stakeholders
- Designed features for physical robots and coordinating with Firmware to assure proper architecture to support optimal UX
- Source and Manage contractors across various disciplines
- Construction of physical prototypes for use at CES and other trade shows
- Designer and Principal Artist on the Star Wars line of products

NCSOFT, San Mateo CA — *Lead Artist*

JAN 2015 - MAY 2016

- Responsible for evaluating and hiring all art and design staff for new NCSOFT mobile studio.
- Created art tests for all art staff candidates.
- Established best practices (pipelines, workflows, naming conventions) for all art staff.
- Led multiple teams of artists and designers working on a mobile spin-off of a highly successful NCSOFT brand, and 2 original IP's
- Coordinated with Engineers to maximize visual fidelity without sacrificing performance.
- Reviewing all intake art from various contractors and providing direction and feedback for iterations.
- Work directly with designers and analysts to ensure appropriate content for monetization/retention strategy.

SKILLS

Adobe Creative Suite.
Unity
Zbrush
Jira, Hansoft, Confluence
Microsoft Office Suite
Google Docs, Sheets, etc
Keynote
3D-Coat
Spriter
Particle Playground
Traditional Sculpting
Illustration
Painting

AWARDS

IOS Editor's Choice Awards

Gun Bros
Gun Bros 2
Bombshells
Spellfall

IOS Game of the month

Super KO Boxing 2

Backflip Studios, Boulder CO — *Lead Artist*

OCT 2013 - DEC 2014

- Led a team of Artists on two original IP's, Spellfall & Dragonvale wings.
- provided direction and instruction to junior staff.
- Implemented Pipelines and workflows for maximizing efficiency and quality.
- Instructed and provided support to various teams and departments during our transition to Unity.

Glu, San Francisco CA — *Senior Art Lead / Creative Manager*

APR 2008 - OCT 2013

- Provided direction: verbal, written and illustrated, for multiple teams of artists on several original IP's, and managed the faithful execution of each project's vision until completion.
- Conceived and Designed the original IP Gun Bros. Glu's Most Successful Mobile Brand.
- Produced all concept art, UI, Textures, Particle VFX for Gun Bros and Gun Bros 2.
- Advocated and implemented several successful monetization and retention systems based on user patterns and unbiased interpretation of analytics.

Superscape, San Clemente CA — *Art Lead / Designer*

JUL 2004 - MAR 2008

- Created highly optimized sprite graphics for several feature phone mobile games.
- Designed multiple games for licensed and original IP
- Provided direction and instruction to junior artists and designers
- Created logos and layouts for various marketing materials
- Created storyboards and concept art for various mobile titles
- Created UI and HUD assets for multiple mobile titles
- Managed all asset scaling for use on multiple BREW and JAVA based handsets

TITLES AND PRODUCTS

Sphero R2-D2
Sphero BB-8 SE
Sphero BB-9E
Sphero R2-Q5
Sphero ForceBand
Sphero Star Wars Droids app (*IOS, Android*)
Sphero ForceBand app (*IOS, Android*)
Sphero BB-8 app (*IOS, Android*)
Spellfall (*IOS, Android*)
Gun Bros 2 (*IOS, Android*)
Bombshells (*IOS, Android*) Gun Bros (*IOS, Android*) Super KO Boxing 2 (*IOS, Android*)
StarBlitz (*IOS, Android*)
Eternity Warriors 2 (*IOS, Android*)
Eternity Warriors (*IOS, Android*)
99 Ninjas (*feature phones*)
Battlestar Galactica (*feature phones*)
Capone Casino 2 (*feature phones*)
AMF Xtreme Bowling (*feature phones, PS2*)
Alien vs Predator (*feature phones*)
Mario Andretti Racing (*feature phones*)
John Elway Football (*feature phones*)
Goblin Commander (*Xbox, Gamecube, Playstation 2*) Sea Trader (*Nintendo GBA*)