

Dorian J. Compo

Telephone 323.205.6096

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Email: dorian@loyaltydivision.com
Portfolio: www.loyaltydivision.com

SKILLS AND TECHNICAL PROFICIENCIES

- 3D – Alias Wavefront Maya and Discreet 3D Studio Max, Softimage XSI, MEL
- 2D – Adobe Creative Suite: Adobe Photoshop, Adobe Illustrator, Visio, Microsoft Office Suite
- Video & Compositing – Apple Shake, Adobe After Effects, Adobe Premiere, Final Cut Pro, Discreet Combustion and Discreet Cleaner
- Web Interactive – Macromedia Flash, Action Script, XML, HTML
- Gaming: Scaleform, Perforce, Lua, PC, PS3 & Xbox

EDUCATION

College for Creative Studies

B.F.A. Animation & Digital Media

WORK HISTORY

Trigger LLC

Los Angeles, California (2010-Present)

Creative Strategists

- Lead conceiving process client pitches and proposal development.
- Created exclusive digital campaigns for web, iphone, ipad and other emerging markets.
- Contributed to the overall strategic direction and vision of projects.
- Administered the development of content data models and nomenclature systems.
- Key stakeholder in project budgets, schedules and creative resource management.
- Documented functionality through interaction models, wire-frames, flowcharts, content matrices, sitemaps, compositions and storyboards.
- Clients included: Lucas Arts, Summit Entertainment, Sony, Disney and others.

Pandemic Studios / Electronic Arts

Westwood, California (2007-2010)

Lead User Interface Producer

- Lead creative design for UI, HUD, Motion graphics and VFX development.
- Key stakeholder in game pipeline development and technological solutions.
- Supervised and managed outsourcing of motion graphics and localization material.
- Developed schedules and milestone plans for efficient workflow systems.
- Responsible for style guide development and internal design group presentations.
- Administered contributions towards increasing productivity goals and efficiencies.

Firstborn Multimedia

Los Angeles, California (2005-2007)

Creative Producer

- Created award-winning interactive marketing projects for high profile brands.
- Administered staffing and hiring solutions for short and long-term engagements.
- Responsible for projects reaching \$2M budgets.
- Drafted and Implemented new business proposals for new client initiatives.
- Developed schedules and milestone plans for efficient workflow systems.
- Experience coaching/mentoring personnel and conflict management negotiation.
- Clients included: CP+B, Saatchi & Saatchi, Goodby, Silverstein & Partners and others.

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WORK HISTORY (continued)

yU+co

Hollywood, California (2005)

VFX Artist

- Created exclusive content for cinematic display and broadcast environments.
- Key stakeholder in cinematic pipeline development and technology purchases.
- Ability to deliver under extreme deadlines in intense creative environment.
- Responsible for projects from storyboard development to client handoff.
- Proven ability to achieve high standards in a dynamically changing production environment.

Universal Images

Southfield, Michigan (2003-2005)

VFX Artist

- Produced large-scale projects in 3D for broadcast development.
- Managed short-term hiring solutions across multiple project timelines.
- Campaigns include: SciFi, MTV, Detroit Auto Show & The Super Bowl.
- Key stakeholder in resource management for short and long-term initiatives.
- Responsible for Autodesk post-production pipeline enhancements and improvements.
- Extensive experience in agency practices and project budgets and schedules.

VIDEO GAME PROJECTS

- **Lord of the Rings: Conquest**
Responsibility: UI / HUD / Motion Graphics
Developed by Pandemic Studios
Published by Electronic Arts, Inc.
(Platform: PC, PS3 & Xbox 360)
Release Date: January 2009
- **(Untitled) Mercenaries Game**
Responsibility: UI / Motion Graphics / VFX
Developed by Pandemic Studios
Published by Electronic Arts, Inc.
(Platform: PC, PS3 & Xbox 360)
Release Date: Canceled Winter 2009
- **(Working Title) Legends**
Responsibility: UI / HUD / Motion Graphics
Developed by Pandemic Studios
Published by Electronic Arts, Inc.
(Platform: PC, PS3 & Xbox 360)
Release Date: Canceled Summer 2008

REFERENCES

Professional recommendations can be viewed via LinkedIn www.linkedin.com/in/loyaltydivision.