

CV

2018

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Knight Club - Environmental Art

Gutter Arcade, Inc., published by Humble Bundle, Inc. (PS4, Switch, PC, Mac, Linux)

Butt Sniffin Pugs - Environmental Art, Animation, Level Design

Space Beagles, L.L.C. (PS4, Switch, Xbox One, PC, Mac, Linux, Custom Arcade Units)

Eitr - Environmental Art

Eneme Entertainment, L.L.C., Published by Devolver Digital

Chasm - Art Direction, Environmental Art, Character Design, Animation

BitKid, Inc. (PS4, PS Vita, PC, Mac, Linux)

- Collaborated on a Kickstarter campaign that raised over \$190K in funding
- Designed booth and materials for GDC, PAX, and E3 presentations
- Pitched the game at GDC

Stealth 'N Seeds - Game Design, Environmental Art, Character Design, Animation, Level Design

Ludum Dare 41 Entry (Combine two incompatible genres)

- Designed action platformer farming-sim stealth gameplay

2016

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Timespinner - Environmental Art

Lunar Ray Games, L.L.C. (PS4, PS Vita, Nintendo 3DS, PC, Mac, Linux)

Devil's Bluff - Prop Artist

KBJ Games, L.L.C., published by GamePump (PC, Mac, Linux)

Timber and Stone - Voxel Art, Prop Artist

Games by Robert, L.L.C. (PC, Mac, Linux)

2014

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Grey Rage - Art Direction, Environmental Art

Skytrain Studios, L.L.C. (iOS, PC, Mac, Linux)

MagistaX - Art Direction, Environmental Art, Animation

AKQA (Custom Arcade Units)

- Project was released in arcade units designed for European Nike retail locations

2013

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Virus - Environmental Art

Plexcom, L.L.C. (iOS, PC, Mac, Linux)

2012

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Kung Fu Killforce - Environmental Art

Dojotron Games, L.L.C. (iOS, PC, Mac, Linux)

Cardinal Quest II - Environmental Art

2D Knights, L.L.C. (PC, Mac, Linux)

2010

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RollGrid - Environmental Art, Animation

Machineware, L.L.C (iOS, Mac)

Press and Publications

Artwork featured within major online publications IGN, Gamespot, Kotaku, Rock Paper Shotgun, Polygon, PC Gamer, Destructoid, Joystiq, Eurogamer, Gamasutra, Cinema Blend, alongside numerous small scale online publications

Artwork also featured in print publications in Nintendo Force Magazine, RETRO Magazine, Indie Game Magazine, Retronator Magazine, and has been shown multiple times on show floors at GDC, Playstation Experience, PAX, and E3



Tony Redmer
Game Artist

425.404.1420
tony@slympixel.com
slympixel.com

THE UNIVERSITY OF TEXAS AT AUSTIN

Bachelors in Arts, Minor in Arts and Entertainment Tech

- Camp Texas Counselor
- University Leadership Network
- Gateway Scholar

Contract Artist

AKQA inc.

Nike MagistaX Advergame

- Directed the game's environment and level concepts
- Produced character art alongside celebrity soccer players
- Released the game on arcade units in Nike stores worldwide

BITKid L.L.C.

Chasm (produced by Sony, greenlit by Valve)

- Served as Art Director and managed a team of 6 artists
- Synthesized sensory experience to create a unique game atmosphere, and defined the visual aesthetic and personality
- Designed the booth and promotional materials for GDC, PAX East, and E3 expo floor presentations
- Conceptualized the ingame world and level design
- Funded over \$190,000 on a successful Kickstarter campaign

Creative Director

Spark magazine

- Directed the visual design of the magazine and increased the quality of photoshoot execution and production through interactive workshops
- Brought in industry veterans to inspire members with presentations
- Managed an executive team of 12 and department of 150 artists
- Curated the final book and laid out story order

PHOTOSHOP



LIGHTROOM



ILLUSTRATOR



INDESIGN



PREMIER PRO



AFTER EFFECTS

