

. C U R R I C U L U M . V I T A E .

ROLF MICHAEL MOHR

818 621 9214

rolf.m.mohr@gmail.com

<http://rolfmohr.com>

<https://www.artstation.com/rmohr>

SUMMARY

Concept artist and art director in video games, film and toy design, having spent some 25 years working for leading entertainment companies including Telltale Games, Battlecry Studios, Certain Affinity, Disney Junction Point Studios, Insomniac Games, Dreamworks Interactive, Sony Computer Entertainment, Digital Domain, HBO, Hasbro, Rooster Teeth and Blur Studio.

During my career I've had various roles as concept artist, art director, storyboard artist, and environment artist. I have done book covers such as Arthur C. Clarke's Reach For Tomorrow and illustrations for tabletop gaming companies Games Workshop and Fantasy Forge. I have also collaborated on comic book, theme park and toy-movie 'special projects' for Hasbro.

Having studied art since my early school Art Scholarship and with a Bachelor's Degree in Architecture and Environmental Design, I have acquired a broad knowledge of historical art styles, building construction, form, aesthetics, ergonomics and anatomy, along with a keen interest in ideation and world building. As Visual Development Director on Disney's Epic Mickey I worked alongside Warren Spector overseeing a 20-person team of concept, environment, character and vfx artists. At Battlecry Studios I was fortunate to have worked closely with studio art director Viktor Antonov (Half Life, Dishonored, etc.)

I taught Digital Concept Art at the Gemini School of Visual Arts in Austin, TX.

EDUCATION

Felstead School entrance Art Scholarship

Nottingham University : BA (Hons) Architecture and Environmental Design

Gnomon Workshop: Digital Matte Painting

SOFTWARE

Photoshop, with some experience in Maya, 3DStudio Max, Manga Studio, Zbrush, After Effects

EMPLOYMENT HISTORY

TELLTALE GAMES, San Rafael July 2016 — Present

BATMAN: THE ENEMY WITHIN

Environment concept artist for episodic adventure game.

GUARDIANS OF THE GALAXY: THE TELLTALE SERIES

Environment concept artist for episodic adventure game.

BATMAN: THE TELLTALE SERIES

Environment concept artist for episodic adventure game.

FREELANCE CONCEPT & STORYBOARD ARTIST July 2014 — Present:

GRAVISTAR LABS

Coda Da Capo Art Director & Concept Artist

HBO's THE LEFTOVERS Concept & Storyboard Artist

UBISOFT/BLUR STUDIOS

Shadows of Mordor Storyboard Artist

The Division TV Storyboard Artist

ROOSTER TEETH PRODUCTIONS

RWBY Animated Series Storyboard Artist

RED vs BLUE Concept Artist

KELLERHOUSE, INC.

Untitled David Fincher Project Key art concepts

DIGITAL DOMAIN

Untitled Stan Lee Project Storyboards

WHITEMOON DREAMS

Concept art for unannounced Sony Morpheus VR project.

BATTLECRY STUDIOS, Austin February 2015 — July 2015

BATTLECRY

Concept Artist. Worked under Viktor Antonov, visual design director of Zenimax Media.

CERTAIN AFFINITY, Austin April 2011 — July 2014

HALO: The Master Chief Collection

Environment concept artist for classic Halo 2 multiplayer maps on Xbox One

CALL OF DUTY: GHOSTS 4 Devastation Multiplayer Map Pack

CALL OF DUTY: GHOSTS 4 Onslaught Multiplayer Map Pack

CALL OF DUTY: GHOSTS

Lead concept artist for DLC multiplayer maps for Halo 4.

HALO 4 Bullseye Multiplayer Map Pack

HALO 4 Castle Multiplayer Map Pack

HALO 4 Majestic Multiplayer Map Pack

HALO 4

Freelance environment concept artist for several of the shipping multiplayer maps.

HALO ANNIVERSARY

Freelance environment concept artist on this revamp of Halo Combat Evolved for Xbox 360.

PRECOG STUDIOS, Austin Jan 2011 — Present

Director of vfx company specializing in concept art, pre-viz, 3d animation and rendering. Supervised fx shots, created concept art and matte paintings for the following projects:

REDEMPTION: THE CHALLENGE Digital motion comic for Eden Films Ltd.

IDEAATTACK Freelance concept art and storyboards for Asian themed parks and rides.

SEED Sci-fi short film directed by Tyson Wade Johnston

LUNAR Sci-fi short film which secured director deal with CAA and tv show option

TRACKER VFX supervisor on feature film starring Ray Winstone

HELLFIRE GAMES, Austin June 2010 — March 2011

NOVUS PRIME

Art Director & Concept Artist on PS3 space combat MMO for PlayStation Home.

MICRORAPTOR GAMES, Austin Sept 2009 — May 2010

Creative Director of startup game developer specializing in PSN and XBLA downloadable games. Collaborated with Bluepoint Games using their engine to prototype demos for SCEA and Microsoft first party game pitches.

SONY COMPUTER ENTERTAINMENT, San Diego March 2010 – June 2010

PLAYSTATION MOVE HEROES

Concept art for Jak & Sly Cooper environments for the upcoming PS3 game for the 'PlayStation@Move'.

TWISTED METAL PS3

Concept art for David Jaffe's intro cinematic storyboard sequence.

PLAYSTATION HOME

Architectural designs and concept art for Playstation Home locations: Lakeside Apartment and Container Port ship yard.

DISNEY JUNCTION POINT STUDIOS, Austin Sept 2008 Sept 2009

DISNEY'S EPIC MICKEY

Director of Visual Development

High profile adventure game for the Wii. As Visual Development Director I created concept art and supervised the visual direction of all art-related content including Concept, Character, Environment, Animation, Cinematics and FX and a large overseas outsourcing department. Held regular critique review meetings for concept, environment, character and animation. Participated in all art related interviews/hires.

INSOMNIAC GAMES, Los Angeles July 2002 - June 2008

RATCHET & CLANK FUTURE: A CRACK IN TIME

Concept Artist during early development phase.

RESISTANCE 2

Concept Artist for the epic sequel to Resistance: FoM on PS3.

RATCHET & CLANK FUTURE: TOOLS OF DESTRUCTION

Concept Artist. Hailed by New York Times as first game with "Pixar quality graphics".

RESISTANCE: FALL OF MAN

Concept artist: Designed environments and created additional effects for epic sci-fi shooter which was the top selling launch title for Sony's PlayStation 3 console.

Environment & Concept Artist:

RATCHET: DEADLOCKED The fourth installment, using Maya and in-house tools.

RATCHET & CLANK: UP YOUR ARSENAL Third in the series, voted the best so far.

RATCHET & CLANK: GOING COMMANDO Sequel to this hugely successful game.

RATCHET & CLANK The innovative, genre-defining action platformer for PlayStation 2

NEVERSOFT, Los Angeles 2002

TONY HAWK'S PRO-SKATER 4

Environment Artist on this classic console game for PlayStation 2, using 3DStudio Max.

NOVALOGIC, Los Angeles 1999

DELTA FORCE: LAND WARRIOR Multi-player combat sim for PC CDROM.

TACHYON: THE FRINGE Space combat game for PC CDROM and networked multi-play. Designed & modeled spaceships, starbases, characters etc, using 3DStudio Max.

DREAMWORKS INTERACTIVE, Los Angeles 1996

EXILE Concept Artist on lavish 'next gen' PS2 sci-fi fantasy adventure game game.

T'AI FU Fantasy arcade combat game for PlayStation

TRESPASSER: JURASSIC PARK FPS adventure game for PC

Environment artist on Spielberg's "digital sequel" to Jurassic Park: The Lost World, using 3DStudio Max and in-house propriety game engine tools.

SYSTEM 3 ARCADE, London 1996

LAST NINJA 3D

Concept Artist and Design proposal and initial stage development for updated arcade classic for Sony PlayStation

SONY COMPUTER ENTERTAINMENT, London 1995

PORSCHE CHALLENGE

Environment Artist on racing game for PlayStation using Softimage XSI and Alias Power Animator.

Co-designed MEAN ARENAS game prototype: 4-player futuristic gladiator beat-em-up. I gave this a temporary title of 'KILLZONE' – which was used later for the successful FPS. Designed virtual environments for CYBERJACK prototype.

CORE DESIGN LTD. Derby, England 1991

UNIVERSE Design, Backgrounds & Art Directed this space-fantasy graphic adventure for Amiga and PC.

CURSE OF ENCHANTIA Created scene layouts, painted all backgrounds for this Monkey Island style graphic adventure.

FREELANCE ILLUSTRATION

Paperback:

Reach For Tomorrow - Arthur C. Clarke

Hardback:

Tripoint - C.J. Cherryh

Of Monsters and Men - William Tenn

Here Comes Civilization Vol. 2 - William Tenn

Misc. Illustrations:

Games Workshop - White Dwarf, Space Fleet

R. Talsorian - Cyberpunk UK

Archon Gaming - Noir series

Fantasy Forge - Kryomek

Dark Horse Comics UK - Aliens, Star Wars

Machine Phase graphic novel

Box cover artwork : ENCHANTIA, UNIVERSE, DRAGONSTONE, BC RACERS

FREELANCE CONCEPT DESIGN

MUTANT CHRONICLES - PINEWOOD STUDIOS/CINERGI FILMS

Conceptual sketches for starships, escape pods, and architecture.

THE NUTTIEST NUTCRACKER - GOLDEN FILMS

Layouts for architecture and environments — fantasy animated film

HELEN OF TROY: EXO - DREAMWORKS / HASBRO

Mech warrior designs for retro-mythological Dreamworks film concept.

COWBOYS & ALIENS - DREAMWORKS / HASBRO

Alien and vehicle designs for Dreamworks film concept based on American Indians etc.

SUPERMAN LIVES - WARNER BROS. / HASBRO

Character, costume, ship designs for cancelled Tim Burton 'Superman Lives' project including main Brainiac & alien technology Eradicator suit concepts.

BEAST MACHINES: TRANSFORMERS - HASBRO / MAINFRAME

Character designs for the sequel to the popular Transformers: Beast Wars TV show.

SMALL SOLDIERS 2 - DREAMWORKS / UNIVERSAL / HASBRO

Designs for makeshift vehicles and robots made from parts of toys / household items.

MEN IN BLACK 2 - COLUMBIA / HASBRO

Story development - various treatments for sequel and designs for new flying car.

JURASSIC PARK 3 - DREAMWORKS / UNIVERSAL / HASBRO

Visual development of high tech equipment, weapons, gear

STAR WARS - JEDI ACADEMY - HASBRO / LUCASFILM

"Ideation" of ships, vehicles, gear for the young Jedis and concepted droids & giant mechs.

ROUTE 666 - DREAMWORKS / IMAGEOVERS

Concept illustrations for comic adaptation pitch to Zemeckis' ImageMovers.

STORYBOARDS

THE LEFTOVERS – HBO – Warner Brothers

SHADOWS OF MORDOR – UBISOFT – Blur Studios

THE DIVISION – UBISOFT – Blur Studios

RWBY ANIMATED SERIES – Rooster Teeth Productions

UNTITLED DAVID FINCHER PROJECT – Kellerhouse Inc.

UNTITLED STAN LEE PROJECT – Digital Domain

THE RACE — DISNEY - Dir. Trevor Sands

HOOD OF HORROR - LIONS GATE FILMS - Dir. Stacy Title

AFTER DARK - BLOODWORKS, Dir. Hans Canosa

REFERENCES

References available upon request