

# Darrin LeBlanc

2602 Piping Rock Trail, Austin, Texas 78748

512.736.6552 cell

[leblancgraphics@gmail.com](mailto:leblancgraphics@gmail.com)

For art samples on-line please visit:

<http://www.leblancgraphics.com>

---

## PROFILE

A forward thinking, project and team manager who is focused on delivering real products and services on demand to propel a growth oriented company towards profitability. A seasoned multi-media artist recognized for technical versatility and creativity, that produces high-end artwork in a variety of styles ranging from print media, 2D commercial art and digital design as well as modeled 3D images, animation and video editing, and web page design. Excellent Computer graphics skills, html developing expertise, and have completed many interactive CD-Rom products and commercial print projects on time and on budget. My skills were established outside the computer realm, working in print media and marketing, while studying painting and figure drawing. I am an optimist with a great work ethic, and a quick study who thrives on working in a fast-paced, positive, productive work environment.

## EXPERIENCE

### Contract 3D Computer Artist

KingsIsle

2010

- **3D Artist.** Designed, modeled and textured 3D props and environment sets for the online game, Wizard 101.

### Freelance

LeBlanc Graphics

2007-Present

- **Graphic Contract Artist,** 3D art for local companies, commercial art including logos, digital illustrations, websites, poster design, cartoons, and video production and promotional support for many local Austin businesses.

### Associate Producer

Genesis Today

2007

- **Associate Producer.** My role included graphic digital design, set design and media design for the Total Goji 100 Infomercial, for television and web. Reference immediate Supervisor: Tina Hanks, Producer - 689-6653. [www.totalgoji100.com](http://www.totalgoji100.com)

### 3D Graphics Artist

Trivue

2005-2006

- **3D Artist,** provided interactive presentations, and simulations used in the courtrooms for firms in the US and Canada.

### Production Director

Country Line Magazine

2005

- **Artist and Production Director** for The Country Line Magazine, a 24 page monthly newspaper. Responsible for lay out and design of the magazine and creating ads for clients. I also designed and maintained the company's websites, brochures and sales materials.
- **Art Director and Producer** for the television show The Texas Outdoors Zone. Created 3D art and animation, art direction and editing for 26, 30-minute episodes of The Texas Outdoor Zone Television Show shown on CBS on KEYE for the Austin market, 2005.

- **Art Director/Book Designer/Artist** and vital production designer on the 175-page book: *The Alamo An Epic Tale Told From Both Sides* for publishing company, Paisano Graphics.

### Contract Computer Artist

Critical Mass Interactive

2001-2007

- **Designed,** modeled and textured many of the 3D characters and game assets used for the Playstation 2 game **SpongeBob Squarepants: Revenge of the Flying Dutchman.** I also work as a continuing freelance artist for CMI on many current projects.

### Multi-media Artist

Human Code/Sapient

1998-2001

- **Managed Multiple Projects** for a \$30+ M company using software programs: LightWave, 3D Studio Max, Adobe Photoshop, Adobe Illustrator and many other job related software programs.
- Contributed to the production of over \$15M in game art and animation for projects including: Disney/Pixar's Monsters Inc. Game Pack, Disney/Pixar's Jesse's Wild Rodeo, Disney's Mickey Saves the Day, Disney's Dinosaur Activity Center, Jump Start 4th Grade, Jump Start 6th Grade and Hasbro's Girl Talk.

**Graphic Designer** **Electronic Arts (Origin)** **1993-1997**

• **Effective Contributor** as a computer artist on Crusader: No Remorse, Wings of Glory and Technosaur, work included 3D animation and modeling rich 3D environments and diverse objects such as human figures, military vehicles, technical equipment and cybernetically enhanced dinosaurs. Also was of enormous value to the project by applying complex painted textures to those objects.

**Art Director** **Mojo Press** **1992-1993**

• **Designed Company Logo** for Mojo Press. Acted as Art Director and contributor to Creature Features (a 64 page black and white comic book anthology), and was the Art Director for Weird Business (a 400 page hardback comic book anthology).

**Animation Director/Designer** **Jostens Learning Corp.** **1990-1992**

• **Conceived and produced** digital art for the K-3 language arts multimedia CD product, Dragon Tales. Initiated timesaving techniques and procedures for creating art on the projects.

**Art Director** **Fredonia Graphics** **1985-1989**

• **As Lead Artist** and production manager of this art studio and silk-screening company, responsibilities included creating camera ready artwork for commercial print and textile use, client relations, and assuring high production quality. Created original art, logos, and designs for clients.

**SOFTWARE SKILLS**

3D Studio Max, Lightwave, Photoshop CS2, Adobe Illustrator CS, Dreamweaver MX, HTML Design, Flash, Fractal Design Painter, Adobe After Effects, plus many other job related software programs on both PC and Mac platforms.

**EDUCATION**

Origin In-house 3D Modeling & Rendering Training      Origin In-house Miscellaneous Art Tools Training  
Thomas Jefferson High School, 1984                      Stephen F. Austin State University, Audited 1986

**AWARDS**

- **2006** Best Video for Profit - The Outdoor Writers Assoc. - The Texas Outdoor Zone TV Show
- **2006** Special Video Project Kids Special - The Outdoor Writers Assoc. - The Texas Outdoor Zone TV Show
- **2001** Parents' Choice Award - Disney's Mickey Saves the Day
- Jumpstart 4th Grade - Int. EMMA Award, **1999** Finalist
- Jumpstart 6th Grade (Knowledge Adventure) - National Electronic Educational Media Network Apple Awards - **1999** Bronze Apple - CD-ROM competition
- Action Game of the Year **1996** - Crusader: No Remorse (as voted by 3 magazines!)
- Origin Systems Ninth Life Productions - Employee of the Month for December **1996**
- Technology & Learning Award of Excellence - **1994-1995**
- United States Achievement Academy - **1984**
- National Scholastic Art Award - **1984**
- National Award For Cartoon Journalism - **1984**

**REFERENCES**

**Matt Scibilia**, Art Director, Critical Mass Interactive (512) 925-1864

**Mark Smith**, President, Trivue (512) 527-0008