James DeGruttola **Artist Portfolio**







RUINS OF GLITTERDEEP

RESUME

DEV BLOG

JDEEGZ@GMAIL.COM

Concepted all hard surface units for the tower defense game, Fieldrunners 2.



Fieldrunners 2 Tower Defense Concepts

Concepted all 28 defensive towers for the tower defense game, Fieldrunners 2.



Fieldrunners 2 2D/3D Tower Polish

Adjusted models and textures for all Fieldrunners 2 assets for visual clarity on mobile devices.









Candyrunners 3D Tower Defense Maps





3D Modeled and integrated dozens of 2d maps for Candyrunners.





Candyrunners 3D Materials and Lighting

Established the materials and lighting used to render 3d assets to 2d sprites.



Zombierunners Tower Defense Concepts













































Ruins of Glitterdeep Character Concepts + 3D Model

Taking character concepts from 2D, to posed 3D models. Then integrated into Ruins of Glitterdee





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Thank you for taking your time to look at my portfolio, below are some links to other collections of my work.

UI/UX PORTFOLIO

Did I mention I love making fun, juicy interfaces? I have another portfolio just for that good stuff!

DEV BLOG

I like to write about the problems I have faced through different phases of game development and creative content creation. JDEEGZ@GMAIL.COM

RESUME