

James DeGruttola
Concept Artist,
UI Artist, Designer

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I am excited by the journey the process of creation presents. I have had the opportunity to work on a number of projects from the ground-up with teams that come together to release quality projects. I look forward to every new challenge and experience in my future projects.

Lantern Boy

September 2014 –

[Ruins of Glitterdeep](#)

- Full visual and creative development for mobile games
- Social media and marketing campaigns

Subatomic Studios

October 2010 – February 2017

[Fieldrunners 2](#), [Fieldrunners Attack!](#)

- Developed art from concept, to production, to optimization for mobile platforms
- Provided project and tools leadership and organization
- Modeling, texturing, animating 3d characters, props and environments.
- User interface/experience design and development
- Generating promotional marketing assets, assisting social media and community activities.

Chuck + Bones

October 2012 – March 2014

[Chucksports](#), [Blaspools](#)

- iPhone user interface and game designer + artist
- Social media and community development coordinator
- Website developer and designer

Mana Grind

December 2013 – January 2014

[Mana Grind Community](#)

- ManaGrind and Manacast Brand development
- Tournament marketing graphics
- Manacast Twitch overlay graphic set

Massachusetts College of Art and Design, Boston MA

September 2006 – May 2010

- Bachelors of Fine Arts in Industrial Design