

Louis Catanzaro

Game Artist | Visual Designer | Illustrator | UX and UI
loucatanzaro.com

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EXPERIENCE HIGHLIGHTS

Funkitron — Art and UX Director

Lead / Sr. Artist for all mobile and casino game applications. Focused on making the next generation of fun and engaging Match3Slot games for F2P, Casino, Competitive Game markets. Creators of **CASCADE**, **Relic Chasers**, **Blue Ribbon Solitaire**, and **Tiki Destination**.

BeachCooler Games — Co-Founder, Creative Director

Co-Founder, Creative Director/Designer and Lead Artist on all Mobile and Social Games, creators of **Universal Movie Tycoon**.

Mad Doc Software — Project Director, Studio Art Director

Project Director, Lead Artist, and Studio Art Director on all Desktop and Console Products, creators of **Star Trek Legacy**, and **Empire Earth III**.

Blue Fang Games — Art Lead, Art Director, and Futurist

Lead / Sr. Artist for all mobile and social game applications. Creators of the **Zoo Tycoon** smash-hit series for Microsoft, as well as the social games **The Oregon Trail**, **Carmen Sandiego**, and **Zoo Kingdom** for Facebook.

Papyrus — Art Lead, UI Artist and Designer

Sr. and Lead Artist on **NASCAR Racing Series** team. Interface artist and designer.

SUMMARY

- 30+ Games Developed for Xbox 360, PS3, Wii, PC, Facebook, iOS, Android, and more!
- Ability to lead teams, handle multiple tasks, meet deadlines, and manage budgets!
- Casual Games Expert, Hard Core games: RTS, FPS, World Builders/Sandbox, Mobile/Social games, and more!
- Experience in handling top-line intellectual properties and media companies
- Experienced in building, growing, and maintaining small teams to as many as 100+ developers!
- Expert with most top-line content creation tools! 3D Max, Blender Adobe Creative Suite, ZBrush, Unity 3D, and more!

GOALS

Successful Game Artist with a 25 year proven track record looking for a FT position and a new focus to fulfill creative passions!

LANGUAGES

- American Sign Language
- English

EDUCATION

MassArt, Boston

- Graphic design and Illustrator.
- Honors Award for Excellence in Illustration.

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RECOMMENDATION HIGHLIGHTS

Rohit Crasta - *Sr. and Lead Designer, Funkitron*

"I have had the pleasure of working with Lou for 5 years across a variety of game productions.

As an artist, Lou is a master at his craft. He can design and produce high-quality art assets at a lightning pace. He is flexible and willing to accommodate shifting design direction and technical constraints. He loves getting deep into the tech and can rapidly iterate inside the engine. Collaborating with him is a dream because you can trust him to take your work and make it shine.

As a director, Lou understands what it takes to make a game fun and beautiful. He is hyper-focused on the user experience, asking tough but necessary questions that force teammates to think through their designs. And he is always looking for ways to improve tools and processes to make development smoother next time.

And as a mentor, Lou is inspiring. He helps others navigate the complexities of game development by offering constant advice, encouragement, and insights into how games are made and how teams function. He took a personal interest in my growth as a person and developer and has advocated for me at every opportunity. He is kind, funny, and optimistic at every turn.

If you need a superstar Art/UX Director, Lou is simply the best there is."

Ed Baraf - Sr. Executive Producer at AppLovin (Acquired MZ)

"There are few individuals in my life who have as wide and meaningful an impact on my craft as a game maker as Lou Catanzaro. His talent as an artist - prolific and inspiring; his skills as a director - insightful and empowering are top flight, but pale to his creative and drive for evocative game design.

Lou's range is incredible: 2D, 3D, animation, stylized, realistic, whatever is needed. He can solo an entire project or drive a fleet of artists. He's a workhorse, but the biggest pleasure has been making games with him that I love to look at. He is a no brainer for any Art Director position, but, really, you should be hiring on as Creative Director. He'll take your company to great places. I'm thankful for having had the opportunity to work with Lou."

Parker A. Davis - President & Executive Producer at Protobird Games

"Lou was one of the reasons I joined Mad Doc in the first place, and we worked as partners to manage the *Star Trek Legacy* game. Lou is an outstanding professional and a seasoned game development veteran. He was at all times a sage and paternal leadership figure on the team, and he brought tremendous skill and expertise to his varied roles on the project and within the company at large.

Lou is a fantastic artist, and an excellent art director and manager, but above all else, he is a strong leader. Lou commands the respect and loyalty of any team through his amazing dedication to quality, passion for excellence, expert guidance, and his consistent application of sound management principles. I would jump at the opportunity to work with Lou again, in any capacity, in the future."