



DEV MADAN

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SUMMARY: Experienced creative with a passion for storytelling, IP creation, building and leading teams as well as shipping games.

FINAL STRIKE GAMES (2017-2021)

Senior Art Director

Recruit, build and manage a new art team, develop pipelines and processes. Visual and narrative development of Core IP, Characters, Environment and UI. Develop and work with team of freelancers for various unannounced titles.

SHIPPED: Rocket Arena (PC/Console)



POP CAP / EA GAMES (2010-2014)

Studio Art Director, Franchise Creative Director (Plants Vs Zombies)

Managed internal studio artists and international art teams, set creative direction on various (unannounced) titles, oversaw development and launch of numerous studio titles. Visual direction on Solitaire Blitz, spearheaded Garden Warfare for Console.

SHIPPED: PvZ Garden Warfare (Console), Plants Vs Zombies (iOS), Solitaire Blitz (FB/iOS)



LOOSE CANNON STUDIOS (2005-2010)

Co Founder, Creative Director

Build, develop and support the day to day operation of a 35 person studio: from meeting with Publishers, ordering equipment and dinners, recruiting, scheduling, game design, concept art, assembling Ikea furniture and cleaning out the fridge.

SHIPPED: Tornado Outbreak (Wii, PS3, Xbox 360)



SUCKER PUNCH PRODUCTIONS (1998-2005)

Art Director

Establishing look and feel of Sly Cooper series, write and develop game story lines, character design, environmental concept art, cutscenes and provide musical direction for the games.

SHIPPED: Sly 3:Honor Among Thieves, Sly 2:Band of Thieves (PS2-AIAS Children's Title of the Year), Sly Cooper and the Thievius Raccoonus (PS2-Winner of AIAS Art Direction, AIAS Animation, IGDA Original game character awards), Rocket:Robot On Wheels (N64)



PREVIOUS (1998-1990)

DC COMICS: Comic book artist for Plastic Man, Judge Dredd, Batman Adventures as well as launched the cult favorite Creator Owned series Young Heroes in Love which ran for 18 issues with DC Comics.

HUMONGOUS ENTERTAINMENT: Helped launch the company, duties included: helping Ron move into his house, character design, recruiting and establishing the art pipeline for production of a line of children's games as well as define visual looks for each games including Putt Putt Joins the Parade, Fatty Bear's Birthday Surprise, Putt Putt Goes to the Moon, Freddi Fish, Pajama Sam, Putt Putt Saves The Zoo (PC)

TAITO SOFTWARE: Created tiled backgrounds and cutscene art, sprites and animations on Indiana Jones and the Last Crusade, The Flintstones, The Jetsons (NES)

FREELANCE ILLUSTRATOR (1990-CURRENT)

Clients include: Forest Pruzan Design (Funko), Snap On Tools, Eerie Magazine, Warner Brothers, Wizards of the Coast, Cartoon Network, The Seattle Supersonics, Squaresoft, Image, Marvel and Dark Horse Comics.

Recent projects include interactive comic App Inkspotters, two 64 page graphic novels Frank Neil Stein: P.I., and Zombie Camp as well as consulting on the upcoming Sly Cooper TV Series with Sony/Technicolor.