

Cody Miles

Illustrator, Lead Artist

San Francisco, California
c@codymiles.com
codymiles.com/portfolio
(415) 845-5235

Digital Illustration
Concept Art/Design
Character Design
UI Design
Logo/Identity
Marketing
Team Leadership
Teaching
Adobe Creative Suite

Work History

Massive Black

Contract Artist 2014—Current

Provided illustration, concept work, and logo design for multiple AAA clients, including Google, Frostburn Studios, Zynga, EA.

Academy of Art University

Faculty 2016—Current

Instructor of digital illustration for games. Classes include figure painting, environment concepts, and materials.

Stuntbot Studios

Consulting Art Director 2015

Worked with the startup to provide key art for original IP and various pitch material for Lionsgate Films. Managed offshore outsourcing needs for game in development.

Glu / Playfirst Studio

Lead Artist 2012—2015

Worked on new and continuing IPs. Titles included Diner Dash, The Mortal Instruments: City of Bones (Playfirst/Sony Pictures), Deep Sea Deli, Cooking Dash, Wedding Dash, Diner Dash Rush. Fast paced environment where versatility was necessary to work on multiple projects concurrently. Worked with different IPs; strove to create innovative style while maintaining a diehard casual and core audience.

Loot Drop

Lead Artist, Senior Artist 2011—2012

Ghost Recon Commander—Lead Artist

Lead artist on Ghost Recon: Commander for Ubisoft. Worked closely with the publisher and was in charge of hiring and leading the art team. Responsible for the overall art direction and asset production for the game.

Cloudforest Expedition—Senior Artist

Senior Artist on CloudForest Expedition, a Facebook game. Responsible for asset creation and following a set style. Part of art team recruitment.

Metamoki, Inc.

Lead Artist 2010—2011

Worked with a small team of artists on multiple games, including Mob Wars and CityZen. Logo/Identity design, concept art and character design, previsualization, art direction, asset production, team building, and management.

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VCU
2004 BFA Communication Arts
Dean's List Magna Cum Laude

The Illustration Academy
2004 & 2005

Massive Black
2005-2006
2D Artist Internship

Safehouse Atelier
2006-2008
Atelier/Classical Art Study

Selected Freelance Clients

Massive Black/Google 2016-2017 — Logo design, UI. Unannounced Project

Massive Black/Frostburn Studios 2015 — Logo design, Unannounced Project

Zynga/EA 2015 — Concept Art, Unannounced Project

Stuntbot Studios 2015 — Art direction, Concept Art, Team management

Cryptic Studios 2010 — Star Trek Online
Worked on over 100 in-game icons and UI assets.

The Illustration Academy 2008-2011 — Designed and made new website/identity, as well as providing creative consultation for curriculum.

Play. / Old Navy 2007 — Worked with Play, a creative consulting firm, to create a 72 page booklet for all of Old Navy's domestic stores.

Spark Productions 2006 — Created over 30 illustrations for "A Prince Among Slaves," a documentary for PBS. The film won multiple awards, including the Best Documentary Award at the 2007 American Black Film Festival in Los Angeles.

Harcourt School Publishers 2006-2008 — Created dozens of illustrations for national and international educational publications.

Art Exhibitions

"Sea Change" 2016 — Solo Art Exhibition, The Loin Gallery SF

"Latent Form" 2016 — Group Show, Marcas Gallery, Santa Ana CA

"Indelible" 2015 — Collaborative art show, The Loin Gallery SF

"Tres Años" 2014 — Group Show, As Issued Gallery, Costa Mesa CA

"Moleskine Project 1 & 2" 2013/2014 — Group Show, Spoke Art Gallery SF

Leukemia Benefit Auction 2012 — Group show, Studio Gallery SF

"Red Rocket" 2011 — Three man art show, Bender's Gallery SF

"Safehouse I-V" 2009-2012 — Semi Annual Group shows, SF