

Jim Finnegan

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DEMONSTRATED ATTRIBUTES:

Dedication combined with professionalism and creativity, skilled in a variety of media, talented in the areas of conceptualizing and storyboarding. Experienced in high paced feature film and video slot machine productions.

PROFESSIONAL EXPERIENCE:

BALLY TECHNOLOGIES	SENIOR ARTIST
HUNTINGTON BEACH, CA	MARCH 2008 - SEPTEMBER 2008
Responsible for computer graphics game development, creating storyboards, logos, symbols, buttons, characters and animation for video slot machines. Experienced with 2D vector art illustrator, photoshop and various animation programs.	
WMS	SENIOR ARTIST
LAS VEGAS, NV	AUGUST 2004 - DECEMBER 2007
Responsible for computer graphics game development, creating storyboards, logos etc., for video slot machines.	
INTERNATIONAL GAME TECHNOLOGY	ART DIRECTOR
RENO, NV	JANUARY 2001 - JANUARY 2002
Responsible for game presentation, characters and layout.	
SILICON GAMING INC.	ART DIRECTOR
PALO ALTO, CA	JANUARY 1999 - JUNE 2000
Responsible for animation, character design and game development for slot machines.	
ZOOM CARTOONS	STORYBOARD ARTIST
LOS ANGELES, CA	NOVEMBER 1998 - JANUARY 1999
Storyboard and Layout development for Feature Animation. Director Dan Kuenster.	
WARNER BROTHERS	ARTIST/ILLUSTRATOR
LOS ANGELES, CA	JULY 1998 - NOVEMBER 1998
Layout, background development for Saturday morning cartoon <i><u>Johnny Bravo</u></i> .	
SELF EMPLOYED	FREELANCE STORYBOARD
LOS ANGELES, CA	1996 - 1997
Developed storyboard for 1994 Academy Screen Play Award Winner Roger Avary (<i>Pulp Fiction</i>).	
SEVENTH LEVEL	ARTIST/ILLUSTRATOR
LOS ANGELES, CA	MAY 1995 - OCTOBER 1995
Development of interactive children's educational CD ROM's.	
MGM ANIMATION	STORYBOARD ARTIST
LOS ANGELES, CA	AUGUST 1994 - NOVEMBER 1994
Participating storyboard artist on <i><u>All Dogs go to Heaven II</u></i> , directed by Paul Sebella	
DON BLUTH ENTERTAINMENT	STORYBOARD ARTIST
DUBLIN IRELAND	1989 - 1994
Storyboard and character feature film development: <i><u>Thumbelina, The Troll in Central Park, Pebble and the Penguin.</u></i>	
DIC	STORYBOARD ARTIST
LOS ANGELES, CA	1988 - 1989
Saturday morning animation, storyboard, layout, background painting for such things as: <i><u>Alf Tails and Super Mario Brothers.</u></i>	
SEQUOIA CREATIVE	ILLUSTRATOR
LOS ANGELES, CA	1984 - 1988
Development for amusement park rides, such as: <i><u>Earthquake</u></i> at Universal Studios.	

EDUCATION:

- *Menlo College*, Palo Alto, CA - AA Degree 1983
- *Art Center College of Design*, Pasadena, CA - Bachelor of Science Degree in *Illustration* 1987

COMPUTER SKILLS:

- Adobe Photoshop, Adobe Illustrator and various animation software.