

KEN CHRISTIANSEN - CONCEPT DESIGNER

CONTACT INFORMATION - Ken Christiansen
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I over fifteen years of experience creating content for the video game industry, along with the last three years doing pre-visual development for film and TV projects for Hasbro, Inc. I've been involved with all facets of pre-production, including writing, brainstorming, and artwork. I'm experienced working with teams, running teams, or alone as an individual. I have credit on over thirty-five published titles, from Nintendo and Disney, other clients include Activision, Hasbro, Universal, Frameworks-LA, Warner Bros., Iwin.com and others.

Online Portfolios and References: Current Work, <http://badflipblog.blogspot.com/>, Older work on Website, www.badflip.com, Facebook Gallery, **Bad Flip Productions**, Profile on **Linked In**, with recommendations.

EXPERIENCE:

10/2004 – Present Bad Flip Productions, Santa Clarita, CA

Conceptual Designer. Online portfolio at www.badflip.com, and up to date work can be found at <http://badflipblog.blogspot.com>. Clients include Hasbro, Disney, Universal, Activision, Warner Bros., Iwin, and more.

11/2000 - 10/2004 Buena Vista Games, Glendale, CA

Conceptual Designer, Senior Artist. Concept art for Disney video games, live action and animated properties, and created new intellectual properties for the company.

1/1999 - 11/2000 Nintendo Software Technology, Redmond, WA

Concept Art Lead. Conceptual Designer for NST video games, also ran the Concept Art Department.

2/1997 - 10/1999 Big Bang Software, Bellevue, WA

Concept artist, worked on all company projects.

EDUCATION:

9/93 - 5/1997 Cornish College of the Arts, Seattle, WA

Completed four year Illustration program, and received a BFA.

SKILLS:

Drawing
Storyboards
Digital Painting
Photoshop
3DSMax (Beginner Level)

Freelance Rates: \$500/day \$2500/wk. **Offsite**
\$650/day \$3250/wk. **Onsite**
\$100/hour OT

Fulltime Salary: \$120,000 Full Time

REFERENCES:

Aaron Archer
VP Creative Director
Brand Design and IP Development
archermonster@gmail.com
(Aaron can discuss my work personally, but not the specific work we've done together for Hasbro, Inc.)

Daniel Suarez
Activision - Sr. Executive Producer (Call of Duty Franchise)
Daniel.Suarez@activision.com
310.496.5205

Luigi Priore
Disney Interactive Studios - Director, Creative - Marvel Franchise
luigi.priore@disney.com
818.553.5074

Peter Wyse
Warner Bros. Interactive Entertainment - VP Production
peter.wyse@warnerbros.com
425.495.9076

Scott Cuthbertson
Lucasfilm Casual Games - Senior Producer
scuthbertson@lucasfilm.com
415.623.1593

Jared Brinkley
GameHouse - General Manager, Social
415.690.9884

Justin Thomas
EA Salt Lake - Art Director
area88merc@gmail.com

CREDITS LIST:

"Game Design Concept Art" encompasses all areas of world creation, characters, environments, vehicles, props, effects, and game play depictions. This term will be used as a contribution description, unless otherwise noted, i.e. "character design." Presentation Art means all artwork created to supplement presentation, which includes logos, backgrounds for Power Point, and the creation of presentation boards.

Bad Flip Productions - Projects

Hasbro, Inc.:

Star Wars (Fighter Pods, releasing 2/2012)

Character/Vehicle Concept Art

Transformers: Dark of the Moon (Film)

Character Design, Keyframe Art, Marketing Images

GI JOE : Renegades (TV)

Coyote Vehicle Development Art

Transformers : Prime (TV and toys)

Character Design, Keyframe Art

Transformers the Movie Toys (based on ATVI game characters)

Swindle, Dreadwing, Payload, Long Arm, Dirt Boss, and Dropkick

And many other wonderful but still top secret projects!

Activision

Transformers the Game – XBOX, 360, Wii, PS3, PS2

Game Design Concept Art, Cinematic Storyboards

Golf: Tee It Up!

Game Design Concept Art

The Quantum of Solace/007 - XBOX 360, PS3

Game Design Concept Art - Backgrounds

Transformers Revenge of the Fallen - XBOX 360, PS3

Character Concept Art

Others : Unpublished or in Development for any and all platforms

ATVI/USC/KCET joint education project

Madagascar Party Game

Rex Havoc Monster Hunter/Monsters vs. Aliens

Bee Movie

How to Train Your Dragon

The Golden Compass

Shrek Racing

Game Design, Game Design Concept Art, Presentation Art, Character Designs, Storyboards

Iwin.com

Evolution

Character Concept Art

Jewel Quest DS – Nintendo DS

Concept Art, Production Art – Character Designs

Jewel Quest 2 - PC

Concept Art, Production Sketch Art

Jewel Quest – PC

Concept Art, Production Sketch Art

Warner Bros.:

Friends Trivia – PS2

Game Design, Game Design Concept Art, Presentation Art

Buena Vista Games

Development Concepts for:

TRON 3.0

Game Design Concept Art, Presentation Art

Pirates of the Caribbean 2

Game Design Concept Art, Presentation Art

3000 Miles

Game Design Concept Art

Universal:

Development Concepts for:

Fast and the Furious
Game Design Concept Art

2000-2004

Disney Interactive/Buena Vista Games:

Atlantis – Playstation, GBC
UI Screens and Layouts, Creature Design, In-game Character Art

Kim Possible - GBA
Art Direction, In-game Character Art, Game Design Concept Art, Presentation Art

TRON 2.0 – GBA, XBOX
Art Direction, Concept Art

Disney's Extreme Skate Adventure – PS2, GameCube
Character Design, UI Design

PK : Out of the Shadows – PS2
Art Direction, Game Design Concepts, Presentation Art

Spy Kids 3-D – GBA
Art Direction, Game Design Concept Art

Monsters Inc. – Playstation, PS2, GameCube
Art Direction, Game Design Concept Art, Presentation Art

Finding Nemo – PS2, GameCube, XBOX
Game Design, Game Design Concept Art, Presentation Art

Peter Pan – Return to Neverland – Playstation
Art Direction, Game Design Concept Art, Storyboards, Presentation Art

Disney Sports – GameCube
- **Football**
- **Basketball**
- **Soccer**
- **Skateboarding**
- **Motorcross**
- **Snowboarding**
Game Design Concept Art, Presentation Art, Character Design

Treasure Planet – Playstation, PS2, GBA
Game Design Concept Art, Presentation Art, UI Design

Kingdom Hearts – PS2
Character Design, Environment Design

Nightmare Before Christmas – PS2
Game Design, Story, Game Design Concept Art, Presentation Art, Storyboards

King Arthur – PS2, XBOX
Game Design Concept Art, Presentation Art

Haunted Mansion – PS2
Character Design

Herbie the Love Bug- GBA
Game Design Concept Art

Chronicles of Narnia

Character Design, Presentation Art

Others : Unpublished or in Development for any and all platforms**Mickey Mouse Update/Epic Mickey**

Character Design

Spy Mickey

Story, Game Design Concept Art, Presentation Art

Time Jumper Mickey

Story, Game Design Concept Art, Art Direction, Presentation Art

The Guardians

Story, Game Design, Game Design Concept Art, Presentation Art

Warheads

Story, Game Design, Game Design Concept Art, Presentation Art

Disney Action Figure Face-Off

Game Design Concept Art

Hitchhikers' Guide to the Galaxy

Game Design Concept Art, Presentation Art

Stunt Island 2

Game Design Concept Art, Presentation Art

Buzz Lightyear

Game Design Concept Art

Green Hornet

Game Design Concept Art, Presentation Art

Artemis Fowl

Character Design

The Supernaturalists

Character Design

Dick Tracy

Story, Game Design, Game Design Concept Art, Presentation Art

The Rocketeer

Story, Game Design, Game Design Concept Art, Presentation Art

Valiant

Game Design Concept Art

The Black Hole

Story, Game Design, Game Design Concept Art, Presentation Art

1999-2000**Nintendo Software Technology:****Ridge Racer 64 – Nintendo 64**

Game Design Concept Art, Textures, UI Design

Pokemon Puzzle League - Nintendo 64

Game Design Concept Art, Presentation Art

Wave Race : Blue Storm – GameCube

Game Design Concept Art

Bionic Commando – GBC

Environment Concept Art

Crystalis- GBC

Game Design Concept Art, UI Design, Cut Scene Art, Box Illustration

Others : Unpublished or in Development for any and all platforms

Harry Potter – Nintendo 64, GBA, GameCube

Game Design Concept Art - 2000 pitch for license

1997-1999

Big Bang Software:

LodeRunner 64- Nintendo 64

Game Design Concept Art, UI Design, Textures, In-game Environment and Props