



GAME ART



The Game Art major is focused on providing students with the artistic integrity and voice to have a long and durable career in the games industry. As a Game Art major, you learn to make stellar art, study the basics of game design-mechanics and interactivity, as well as be the auteur of your own game world. We embrace the diversity of all of our students and encourage each one to be outrageously themselves in their journey to create an inspiring game experience.

Our program enjoys an incredibly high professional placement rate, with alumni highly ranked in all of the world's most talented studios. The Game Art major is all about learning how to work on yourself as an artist but in a team environment. We believe in hyper marketability, where our students are prepared to succeed with a top rate portfolio and also understand the values that game studios are looking for in the most elite of candidates.

FACILITIES & STUDIO SPACE

The Game Art major boasts eight state-of-the-art computer labs in addition to three open labs. Game Art students are also experimenting with virtual reality technology using the Oculus Rift and the HTC Vive.

CRITIQUES WITH INDUSTRY GIANTS

To further inform the work of our fourth year students, we bring in renowned, successful visiting artists to participate in milestone critiques. Coming from the top studios, brands, and businesses in the industry, our artists offer a relevant, real-world perspective to bring student thinking out of the classroom and into the professional arena. This process provides our students with invaluable feedback from the best of the best in the field, which they can immediately apply to their current works in process.

AWARDS & ACCOLADES

RANKED #1 GAME DEVELOPMENT SCHOOL IN THE U.S. BY THE ROOKIES, NUMBER THREE IN THE WORLD

2017 GRADUATE WON THE 2017 E3 COLLEGE GAME COMPETITION

RANKED #5 GAME DESIGN PROGRAM IN THE SOUTH BY ANIMATION CAREER REVIEW

RANKED #15 GAME DESIGN PROGRAM IN THE U.S. BY BESTCOLLEGES.COM

VISITING ARTISTS

KEITH SELF-BALLARD, BLIZZARD ENTERTAINMENT

ANDREW BEDDINI, BLUE SKY STUDIOS

MICHAEL PEDRO, CERTAIN AFFINITY

STEVE HICKNER, DREAMWORKS ANIMATION

MICHAEL CLAUSEN, EPIC GAMES

JUAN CARLOS LARREA, MICROSOFT 343 INDUSTRIES

RICHARD ROUSE III, PARANOID PRODUCTIONS

ERIC DROBILE, REEL FX

TROY ADAMS, RIOT GAMES

BRYCE MCGOVERN, SONY PICTURES IMAGEWORKS

DAVE INSCORE, SPARKYPANTS STUDIOS

VINCENT PROCE, VINCENT PROCE STUDIOS



EMPLOYERS

ACTIVISION
 BIOWARE
 BLIZZARD ENTERTAINMENT
 BLUR STUDIO
 CARTOON NETWORK GAME STUDIOS
 CERTAIN AFFINITY
 CRYPTIC STUDIOS
 DISNEY INTERACTIVE STUDIOS
 ELECTRONIC ARTS
 EPIC GAMES
 FIRAXIS GAMES
 GAMELOFT
 HARMONIX MUSIC SYSTEMS
 HASBRO
 INTEL CORPORATION
 IRRATIONAL GAMES
 JUNCTION POINT STUDIOS
 LIGHTSTORM ENTERTAINMENT
 LUCASARTS

MICROSOFT GAME STUDIOS
 MICROSOFT 343 INDUSTRIES
 NAUGHTY DOG
 NICKELODEON ANIMATION STUDIO
 PHOSPHOR GAMES
 RAVEN SOFTWARE
 REEL FX CREATIVE STUDIOS
 RIOT GAMES
 REENTRY GAMES
 RETRO STUDIOS
 SLEDGEHAMMER GAMES
 SONY INTERACTIVE ENTERTAINMENT
 SONY PICTURES IMAGEWORKS
 SQUARE ENIX
 THEKLA, INC.
 THE THIRD FLOOR, INC.
 UNIVERSAL PARKS & RESORTS
 VIGIL GAMES
 ZYNGA

INTERNSHIPS

BIOLUCID
 BLIZZARD ENTERTAINMENT
 ELECTRONIC ARTS
 EPIC GAMES
 FXVILLE
 HAREBRAINED SCHEMES
 HARMONIX
 HASBRO
 INSOMNIAC GAMES
 INTEL
 ITEC ENTERTAINMENT
 MAKERBOT

MICROSOFT CORPORATION
 OSHKOSH
 RIOT GAMES
 S2 GAMES
 S-ONE HOLDINGS
 SHARECARE
 SONY ONLINE ENTERTAINMENT
 VOLITION
 WARNER BROS.
 ENTERTAINMENT INC.
 XBOX STUDIO

FACULTY

Our faculty is comprised of seasoned industry veterans who are passionate about shaping the next generation of creative leaders through our hands-on studio model of teaching.

MORGAN WOOLVERTON

MFA Studio Arts
 University of North Carolina,
 Greensboro

WALA ALHADAD

MFA Visual Development
 Academy of Art University

RENEE BATES

BFA Illustration
 Brigham Young University

SCOTT CARROLL

BFA Computer Animation
 Ringling College of Art and Design

DAVID DANNELLY

MFA Emerging Media
 University of Central Florida

JAMIE DERUYTER

BFA Computer Animation
 Ringling College of Art and Design

ERIC GINGRICH

BFA Art Video Production
 Savannah College of Art and Design

JOE JOBST

BFA Illustration, 3d Animation, Fine Art
 Columbus College of Art & Design

RYLAND LONCHARICH

BFA Interactive Design & Game
 Development
 Savannah College of Art and Design

MARTIN MURPHY

M.Ed Instructional Technology
 University of Southern Florida

MICHAEL PHILLIPPI

MFA Illustration
 Savannah College of Art and Design

CESAR RODRIGUEZ

BFA Computer Animation
 Ringling College Of Art And Design



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