



# Game Art

Creating alternate realities.



Ringling College  
of Art + Design

Here's a sneak peek →



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 and Studio Space

The Game Art major boasts six cutting-edge computer labs, equipped with the latest NVIDIA graphics hardware. This advanced setup empowers students to craft seamlessly stunning visuals that push the boundaries of innovation.

Artwork on cover: *Xibalba*, By Emma Kim '20 and Steven Clark '20

Artwork above : *Glitch Out VR* by Tyler Bivins '20, Connor Solnik '20, Jarod Reizian '20, and Sung Ho Kim '20

## 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 and Accolades

Ringling's Game Art major is a top-ranked game development school in Florida by *Animation Career Review* and *The Rookies*. Our students and alumni have won Rookie of the Year for Game Development and the E3 College Game Competition.

## Visiting Artists

### Troy Adams

Riot Games

### Michael Clausen

Epic Games

### Tim Dean

Turn 10 Studios

### Eric Drobile

Reel FX

### Hugo Gutierrez '16

Boson VFX

### Lucas Hardi

Bethesda Games

### Dave Inscore

Sparkypants Studios

### Katelyn Johnson '19

Naughty Dog

### Juan Carlos Larrea

Microsoft 343 Industries

### Bryce McGovern

Sony Pictures Imageworks

### Michael Pedro

Certain Affinity

### Cliff Schonewell '11

Sony Santa Monica

### Keith Self-Ballard

Blizzard Entertainment

### Molly Warner '14

Blizzard Entertainment

### Kevin Whitmeyer '16

Bungie Studios

## Employers

Activision

Bethesda Game Studios

Bioware

Blizzard Entertainment

Bluepoint Games

Bungie

Certain Affinity

Cryptic Studios

Disney Interactive Studios

Electronic Arts

Epic Games

Firaxis Games

Hasbro

Index AR Solutions

Intel Corporation

Irrational Games

Junction Point Studios

Lightstorm Entertainment

LucasArts

Microsoft 343 Industries

Naughty Dog

Obsidian Entertainment

Phosphor Games

Raven Software

Ready at Dawn

Red Storm Entertainment

Reentry Games

Respawn Entertainment

Retro Studios

Riot Games

Rockstar Games

Sledgehammer Games

Sony Interactive Entertainment

Sony Santa Monica

Square Enix

Suckerpunch Productions

The Third Floor, Inc.

Thekla, Inc.

Turn 10 Studios

Vigil Games

Zynga



To explore games created by our Game Art students and alumni, visit our STEAM page.

## Internships

Blizzard Entertainment  
Electronic Arts  
Epic Games  
FXVille  
Harebrained Schemes  
Harmonix  
Hasbro  
Index AR Solutions

Insomniac Games  
Intel  
ITEC Entertainment  
MakerBot  
Microsoft Corporation  
OshKosh  
Ready at Dawn  
Riot Games

Rockstar Games  
ShareCare  
Sony Online  
Entertainment  
Sony Santa Monica  
Turn 10 Studios  
Volition  
Warner Bros. Games  
XBOX Studios

## Professional Opportunities

Real-time interactive 3D is becoming a big deal outside of games and movies, with industries like architecture, healthcare, manufacturing, and job safety using it for design, training, and simulations. Ringling Game Art grads are finding more and more opportunities in these areas, where creative tech skills really stand out.

## Alumni Spotlight



### Sergio Soriano – Index AR Solutions

Sergio Soriano shows how Ringling College Game Art skills open doors far beyond entertainment. As a 3D Modeler at Index AR Solutions, he brings his artistry to industries like energy, healthcare, defense, and education. Index AR develops augmented reality mobile apps, eBooks, and training tools that help workers learn, perform, and stay safe on the job.



### Erisa Liu – Snacko

Before the current wave of indie games, Ringling alum Erisa Liu was already leading the way. After graduation, she launched her own project, Snacko, a cozy cat-themed farming adventure. With support from an Epic MegaGrant, her vision became a published title enjoyed by players worldwide. Erisa's story shows how the creativity and independent spirit of our major prepares students to embrace today's golden era of indie games.

## Faculty

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

Learn more about our faculty: [www.ringling.edu/faculty](http://www.ringling.edu/faculty)

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