

Xavier Garcia

Art Director

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Barcelona, Spain

Experience

Art Director Parallel, A Scopely Studio, Barcelona, Spain. May 2020 – August 2022

- Direction, Management and Process for all art decisions in Yahtzee with Buddies (Scopely's 3rd highest grossing game), Dice with Buddies and Block Blast City
- Mentored, managed and hired a team of 25+ artists
- Specialized in logistical problem solving, using a hybrid multi pod model where artists could work in multiple features and LiveOps needs
- Directed, set up pipelines and contracted outsourcing teams around the globe to maintain an extremely aggressive LiveOps cadence
- Worked alongside studio leadership in brand identity, logos, interior design and guidelines for the new Barcelona Studio

Lead Artist EA Capital Games, Sacramento, CA. November 2017 – April 2020

- Production Art, Direction and Artist Management for Star Wars: Galaxy of Heroes
- Lucasfilm weekly Art Calls and Art Submissions
- Community Facing representative of the Art Team on all Official Channels
- Scheduling and Managing time of 10+ artists covering Live, Feature and Marketing

Art Director (Contract) Spry Fox, San Bruno, CA. November 2016 – August 2017

- Steambirds Alliance

Art Director Jam City, Palo Alto, CA. May 2015 – August 2016

- Tasty Town (cancelled)

Art Director KIWI, Palo Alto, CA. January 2013 – May 2015

- Heroes: Islands of Adventure (cancelled), Westbound, Enemy Lines, Shipwrecked, Age of Espers (cancelled)

Senior Artist Gameloft, New York City, NY. August 2011 – June 2012

- Ice Age, Zombiewood

Senior Artist OMGPOP, New York City, NY. Dec. 2010 – August 2011

- Draw Something, Pool World Tour and Cupcake Corner

Concept Artist EA Salt Lake, Salt Lake City, UT. Dec. 2006 – August 2010

- MySims (cancelled), NERF N-Strike and NERF N-Strike Elite
- Hasbro prototypes: Mr. Potato Head, Battleship, Magic: The Gathering

Environment Artist Headgate Studios, Bountiful, UT. Feb. 2006 – Dec. 2006

- Tiger Woods PGA Tour 07, Tiger Woods PGA Tour 08

Clients

Game Studios

Lab Zero Games - [Indivisible](#), [Skullgirls](#)

Capcom - [Street Fighter IV](#)

Spry Fox - [Steambirds Alliance](#)

Proletariat - [Streamline](#)
Armor Games - [i saw her standing there](#)

Animation Studios

Starburns Industries - [Various projects](#)

Print Media and Apparel

Fangamer - [Ghosts n' Goblins](#)
Eighty Sixed Clothing
Sanshee
Udon Entertainment

Awards and Recognition

[Annie Awards](#) – 2012

- Nominee for "Skullgirls" under the Animated Video Game category

[Guest Speaker, Fullsail University](#) – 2011

- One hour talk to 300+ students on how to break it in the game industry

[Square-Enix Final Fantasy X-2 Ultimania Contest](#) – 2003

- Winning entry "Alternate Yuna design"

Education

[Associates Degree in Computer Animation](#) Full Sail, Orlando, FL. Sept. 2003 – Nov. 2004

[Cinematic Animation](#) Kubert School, Dover, NJ. Sept. 2000 – May 2003