

**William M. Sullivan**  
10037 Planters Woods Dr.  
Austin, TX 78730  
(512) 689-6133  
srbilly156@aol.com

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## Summary

Talented and versatile Lead Artist who can work in a variety of media from traditional painting and sculpture to state of the arts computer graphics. Excellent general art skills in realistic drawing and painting, and in 3D computer graphics. Team-oriented individual with strong interpersonal and organizational skills. Excellent teacher and communicator. As a lead, I have worked with existing teams and I have built art teams from scratch. I have shipped titles with at least four different engines on a 10 different platforms.

## Professional Experience

**Edge of Reality, Austin, TX** **2002 – 2014**

Lead Artist

- Lead artist on Shark Tale, Over the Hedge, The Incredible Hulk, Dragon Age: Origins, Sims 3, Sims 3 Pets, Mass Effect Trilogy, and Transformers: Rise of the Dark Spark

**Stormfront Studios, Inc., San Rafael, CA** **1992 - 2001**

Lead Artist

- Environmental artist on Lord of the Rings: The Two Towers. Duties Included extruding the 2D maps from the game designers so they could be tested in 3D before production, and part of the team that completed four of the final levels in the game.
- Lead artist in charge of the environments on NASCAR '99 and NASCAR 2000 for PSX, N64 and PC. Duties included scheduling and overseeing the production of the tracks, as well as production of tracks, cars and special effects.
- Environmental artist on NASCAR '98.
- Converted the art for Andretti Racing on PSX to PC
- Lead a team of 2D animators for Tony LaRussa Baseball 3, also worked as an artist on Tony LaRussa Baseball 2 and 4.
- Artist on Eagle Eye Mysteries, Eagle Eye Mysteries in London, and Stronghold

**Academy Studios, Inc., Sausalito. CA** **1991 - 1992**

Lead Muralist

- Designed and painted six murals (16 feet high and between 36 and 60 feet in length) for the National Museum of Natural History in Taiwan. Three of the

- murals were for a 4000 square foot walk through rainforest. The others were for dioramas of a Chinese Woodland, the Sonoran Desert, and the Galapagos Islands.
- Participated in the design, development and installation of several exhibits at the Monterey Bay Aquarium

**Self-employed Artist**

**1975 – 2005**

- Represented by the Sherry French Gallery in New York City. Work has been featured in over 50 solo and group shows, newspaper reviews, magazine articles and two books.

**Education**

B.A. Brown University, Providence, RI, 1973

**Computer Expertise**

3D Studio Max, Maya, Photoshop, Unreal