

Johan Lood | Art Director and Game Art Manager

jklood@gmail.com | (516)-884-8272 | Richmond, VA | www.johanlood.com

Work Experience

Game Art Manager | Las Vegas Sands

Apr 2025 - Oct 2025

- Directed the visual development and artistic vision for 10+ online and mobile casino titles, managing a cross-functional team of 8+ in-house and international contract artists (2D, 3D, VFX, animation), navigating the unique challenges of remote collaboration across time zones including teams in Bangladesh and Ukraine.
- Collaborated closely with UX/UI, Motion, Broadcast, and Marketing to ensure cohesive, emotionally resonant player experiences aligned with brand style guides and gameplay clarity.
- Mentored and guided team members through constructive visual feedback, career development, and quality standards aligned with AAA game expectations.
- Oversaw art pipeline from rapid prototyping to final implementation, ensuring technical readiness

Sr. Game Artist/Acting Art Director | Las Vegas Sands

Nov 2021 - Apr 2025

- Created concept art and final game assets (backgrounds, characters, UI) for multiple live dealer and gameshow titles, adapting to a variety of art styles.
- Developed immersive 2D/3D game environments through concept and block-in art for real world
- Supported visual world-building for live dealer backgrounds, ensuring visual clarity and thematic consistency across platforms

Creative Designer | Mahi Gaming

Jan 2020 - Oct 2021

- Designed character and environment art while maintaining cohesive visual direction
- Led adaptation of responsive visual layouts for portrait and landscape formats
- Design typography and logos

Digital Illustrator | High 5 Games

Jan 2014 - Oct 2019

- Delivered stylized, iconic concept pieces and final assets across multiple slot game genres and licensed properties.
- Created game UI and symbols focused on gameplay clarity and accessibility for the player.

Production Artist | High 5 Games

Nov 2009 - Jan 2014

- Supported full production cycle of land based slot games by creating optimized, compliant assets under tight regulatory and visual guidelines.

Education

Bachelors in Fine Arts | School of Visual Arts

June 2008

Skills & Interests

- **Programs:** Photoshop, Illustrator, After Effects, Blender, Zbrush, Figma, Perforce, Miro, Jira, Microsoft Office, Adobe Suite, unity
- **Skills:** Art Direction, Visual Development, Concept Art, Style Guide Creation, World-Building, Gameplay Clarity, Cross-Functional Collaboration, Team Leadership, Mentorship, Rapid Prototyping, IP Adaptation, Creative Feedback Culture, Outsource Vendor Management, Responsive Layout Design, Agile Workflows
- **Favorite Games:** Zelda, Smash Brothers, Final Fantasy, Assetto Corsa
- **Interests:** Gaming, Team Tennis, Automotive Racing like Time Trials and Autocross, Painting, Drawing, building model kits