

Johan Lood | Senior / Lead Game Artist

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Professional Experience

Lead Game Artist | Las Vegas Sands

Apr 2025 - Dec 2025

- Produced high-quality 2D game assets, motion graphics, and hybrid visuals for live dealer and game show products.
- Led early visual exploration and concept development, translating ideas into polished assets aligned with gameplay readability and technical constraints.
- Collaborated with Design, Engineering, Product, and Marketing teams to ensure asset quality and optimized integration.
- Reviewed and refined assets for visual consistency, polish, and production readiness, while providing guidance to peers and external contributors.

Sr. Game Artist | Las Vegas Sands

Nov 2021 - Apr 2025

- Created production-ready UI, animated overlays, transitions, and VFX for real-time casino gaming experiences.
- Developed visual concepts, motion prototypes, and polished illustrations that enhanced player engagement and brand cohesion.
- Optimized assets for runtime performance, clarity, and technical requirements.
- Partnered with internal and offshore teams to maintain naming conventions, pipeline standards, and asset integrity.

Creative Designer | Mahi Gaming

Jan 2020 - Oct 2021

- Designed stylized characters, environments, symbols, UI elements, and VFX for interactive slot titles.
- Adapted licensed IP into brand-accurate, production-ready illustrations.
- Delivered high-quality assets under tight deadlines with iterative feedback.

Digital Illustrator | High 5 Games

Nov 2009 - Oct 2019

- Produced **large volumes of 2D illustrations, symbols, UI components, and animated elements** for online and mobile casino games.
- Maintained **visual hierarchy, clarity, and engagement** across diverse themes.
- Worked in **fast-paced, multi-project production environments** to deliver polished, production-ready assets.

Education

Bachelors of Fine Arts, Illustration | School of Visual Arts NYC

June 2008

Skills & Interests

- **Art & Visual Execution:** 2D illustration, character design, environment and symbol creation, UI, logos, typography, visual storytelling, animated UI, motion graphics, VFX, style guide adherence, production-ready asset creation
- **Collaboration:** Cross-functional teamwork, vendor collaboration, feedback-driven iteration, asset optimization, pipeline standards, multi-project delivery
- **Production & Tools:** Photoshop, Illustrator, After Effects, Blender, Figma, Unity, Spine (basic), Jira, Miro, Perforce