



MARK HARRIS

Art Director / Creative Leadership / Game Visual Development

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📍 Austin, Texas

PROFESSIONAL SUMMARY

Art Director and creative leader with 20 years of experience developing visual content for the gaming industry. Extensive background in art direction, illustration, animation, visual development, team leadership, and hands-on game production. Experienced in leading and mentoring artists, establishing visual direction, collaborating across disciplines, and guiding creative work from early concepts through final production. Combines strong traditional art fundamentals with digital production experience and a practical understanding of game development, player-focused visual design, schedules, and quality.

CORE SKILLS

- Art Direction & Visual Development
- Creative Team Leadership
- Graphic Design & Illustration
- Game Development
- UI/UX Visual Design
- Animation & Motion Graphics Direction
- Production Planning
- Character Design & Animation
- Team Management & Mentoring
- Creative Critique & Feedback
- Visual Quality & Consistency
- Cross Functional Collaboration
- Iterative Design & Problem Solving
- Agile / Scrum Development
- Digital Painting
- AI- Assisted Concept Development

WORK EXPERIENCE

IGT • International Gaming Technology
Austin, Texas

Art Lead IV/ Art Direction / Management
July 2025 - July 2026

- Provided art direction and creative leadership for game development projects in a production-driven studio environment.
- Led and supported artists through concept development, visual production, feedback, iterative development, and final delivery.
- Worked collaboratively with game design, production, and other disciplines to establish visual direction and solve creative and production challenges
- Provided hands-on visual development and art support while maintaining quality and consistency across game content.
- Conducted regular 1on1s, performance reviews, career development discussions, and goal setting for direct reports..
- Helped balance creative goals with technical requirements, production schedules, and project deadlines.

WORK EXPERIENCE

EVERI GAMES, INC.

Austin, Texas

Art Lead IV / Team Management

August 2015 - July 2025

- Led and established visual development and art production for games from early concept through completed product.
- Directed and mentored artists and direct reports while remaining actively involved in hands-on creative development.
- Collaborated closely with game designers, producers, animators, artists, and technical partners throughout the development process.
- Led formal and informal creative reviews, provided actionable feedback, and helped artists solve visual and production challenges.
- Helped develop characters, environments, game symbols, interface artwork, animation concepts, and other player-facing visual content.
- Adapted creative direction and production methods as technology, tools, player expectations, and game-industry trends evolved.
- Supported a collaborative team culture focused on creative problem solving, accountability, quality, and meeting production deadlines.

MULTIMEDIA GAMES, INC.

Austin, Texas

Art Lead III / Artist III / Production Illustrator

July 2006 - August 2015

- Progressed through increasingly senior creative roles from Production Illustrator and Artist III to Art Lead III, ultimately leading an art team.
- Created production-ready artwork, illustrations, characters, game assets, and visual concepts for commercial gaming products.
- Helped establish the look and feel of games through concept development, illustration, graphic design, and visual problem solving through strong collaboration.
- Provided creative feedback and guidance to other artists as responsibilities expanded into art leadership.
- Developed a strong working knowledge of gaming production, visual storytelling, player-facing presentation, and deadline-driven development.
- Coached and mentored Art Interns from 2012 - 2015, teaching basics of Slot Production.

SOFTWARE & PRODUCTION TOOLS

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|-----------------------|-----------------------------|------------|
| • Adobe Photoshop | • Perforce/File Integration | • Unity |
| • Adobe Illustrator | • AI - ChatGPT/Intergration | • Spine |
| • Adobe After Effects | • Jira | • PixVerse |

EDUCATION

Ringling School of Art & Design

Bachelors Degree / Illustration

Brigham Young University - Idaho / Ricks College

Associates Degree / Art