

CHARLES BLANCHARD

RESUME & PORTFOLIO

Charles Blanchard is a multifaceted artist and designer; founder of Super Systems Softworks, co-developer of Sky Rogue (PC, Xbox, Switch), Drift Stage (PC) - and director of numerous digital, print, and web projects.

Utilizing an array of techniques acquired over a decade of experience in the design and entertainment industry, in addition to over eight years of experience in game design and working in an interactive asset development pipeline.

Charles demonstrates a broad range of abilities - focusing on grid system based process design, with an emphasis on high contrast color theory and optical pattern bias - resulting in inventive solutions adapted for optimized and production minded workflows.

From 2014 to 2020, the majority of his work focused on mechanical design, developing a highly experimental and detail intensive approach for "high-res" pixel art applications with the racing game "Drift Stage". In addition to a combined effort over their college and early working career, proceeding until the present day - in producing the aerial combat game "Sky Rogue" and its related initiatives.

Charles highlights a working knowledge of multiple areas of discipline, in addition to contributions to numerous international market projects and regional properties - Charles offers a studied and varied academic background with output centric production methods. Experience with the methodology and technical limitations of pixel art production, taking both consumer and enthusiast expectations into account.

In addition to an education in art history, a catalogue of shipped products (digital and physical) lend Charles a familiarity with changing contemporary trends, market demands, a working knowledge of traditional fiction and literary themes, making for a uniquely qualified applicant.

Charles Blanchard | Graphic Design / Creative Director

Highly skilled and detail oriented artist and designer with versatile skill set across multiple mediums; Eleven years freelance experience in web, digital, print and 3D design. Co-founder & CCO Super Systems LLC. Over a decade of independent experience. Multiple shipped, long-term; cross-platform projects.

WORK EXPERIENCE

2015 — PRESENT

Super Systems Softworks LLC

Founder, CEO, CCO.

Design Lead.

Media Marketing Direction.

Asset and Financial Management.

Merchandise production and design, Licensing.



2014 — 2021

Sky Rogue (PC, Xbox, Switch)

Design Contractor.

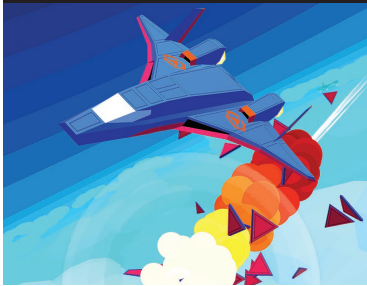
Art Direction, Creative Lead.

3D & 2D Asset Creation and Conception.

Mechanical Design.

Marketing.

Alpha Testing & Debug Phases.



2012 — 2017

Freelance Designer (Various studios, greater NYC area.)

Development of product packaging elements, in conjunction with promotional web presence.

Production based design & iteration over multiple quarters.

Cross organization dynamics managed via multiple forms of communication and file-sharing platforms.

(email, phone, meetings, dropbox, physical postage, on-site delivery.)



APPLICABLE SKILLS

3D & 2D Design | Typography | Print Media | Concept Design | 3D Modeling | Print Media | User Interface Theory | Vector Art | Industrial Design | 3D Printing | Web Design |

EDUCATION

Associates in Applied Science | Communication Design | 2012 — 2014

Northampton Community College | Bethlehem, PA

GPA: 3.65

Deans list: 2012 — 2014

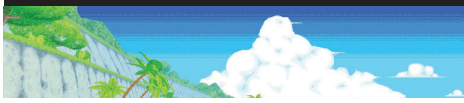
Phi Theta Kappa Honor Society 2014 - Present.

SOFTWARE PROFICIENCY

Adobe Illustrator 2020 | InDesign 2020 | Photoshop 2020 | After Effects 2020 | Maya | Blender | Marmoset Toolbox 4 | Autodesk 3D Studio Max |

MEDIA

Rolling Stones



“How Games Are Resurrecting the Eighties, One Neon Sunset at a Time”

— Luke Winkie | September 6, 2016

<http://www.rollingstone.com/culture/news/how-games-are-resurrecting-the-eighties-w438319>

Red Bull



“Drift Stage: Retro Racing Nirvana”

— Jon Partridge | January 23, 2015

<https://www.redbull.com/us-en/drift-stage-kickstarter-interview>

COURSE OF STUDIES:

- Drawing I.
- Drawing II.
- Principals of 2D Design and Color.
- Computer Graphics.
- Principals of 3D Design.
- Introduction to Web Design.
- Advanced Web Design.
- Digital Design and Typography I.
- Digital Design and Typography II.
- Web Animation with Flash.
- Package Design.
- Portfolio Workshop.



REFERENCE

Traci Anfuso-Young

Director/Designer at TLA Design Studio

Adjunct Professor - Northampton Community College.

Michael Rajna

Senior Director of Business Development & Licensing.

Konami Digital Entertainment, Inc.

Katie Schaffer

Software Engineer II.

Microsoft Cloud Divison, KatieZone.biz Web Developer.

Alex Palomares

Director of Business Management | Developer Relations.

Nintendo of America Inc.

Jaime Toth, PhD

Adjunct Professor | Marketing Director.

University of Phoenix.

Richard Duck

Developer Relations | Manager.

Nintendo of America Inc. Meta Platforms, Inc.

Daniel Williams

Football Coach, Multi-Win District Champion.

Tamaqua Football League