

PETE VENTERS

PORTFOLIO

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[ILLUSTRATION](#)

[CONCEPT ART](#)

Illustrator / Concept Artist

20 years experience as a professional freelance illustrator in:

- Hobby Games
- Book Publishing
- Comic Books

Additional experience as a concept artist in:

- Video Games
- Hobby Games

16 years of experience in Photoshop.

9 years of experience in Painter.

1 year of experience in ZBrush.

Professional Experience

Freelance Illustrator, The Walt Disney Company

2011 - Present

Project debuting in 2012.

Freelance Illustrator, Lifeform Entertainment

2011 - Present

Character design and environment design for mobile games.

Freelance Illustrator, Wizards of the Coast

1993 - Present

Worked on Wizards of the Coast's leading collectible card game (CCG) Magic the Gathering, creating almost 300 painted illustrations for that product.

Created artwork for these additional Wizards of the Coast products:

- Dungeons & Dragons 3rd Edition
- Dungeons & Dragons 4th Edition
- Vampire: The Masquerade CCG
- Netrunner CCG
- Battletech CCG
- Duelist Magazine
- Dragon Magazine

Freelance Cover Artist & Concept Artist, Shedu

2011

Zbrush-aided 3D monster design for use in the band's cover art and a broad spectrum of merchandising.

Freelance Comic Book Artist, Pirates Press

2011

Created illustrations and gave book design aid for "Transmetropolitan: All Around the World", a coffee table art book launched to help fund the Hero's Initiative and Comic Book Legal Defense Fund charities.

Freelance Illustrator, Blizzard Entertainment **2009 - 2011**

Digital illustrations for the World of Warcraft collectible card game.

Freelance Illustrator / Concept Artist, Cryptic Studios **2009**

Icon creation and concept design of starship weaponry for use in the Star Trek: Online MMO.

Freelance Book Cover Designer & Interior Illustrator, HarperCollins Publishers **2008-2009**

Produced over fifty interior black and white illustrations and designed and illustrated the cover for non-fiction book *Gothic Charm School: An Essential Guide for Goths and Those Who Love Them*. Published in June 2009.

Freelance Concept Artist, Electronic Arts **2008**

Created highly rendered weapon designs in 2D for the Warhammer: Age of Reckoning MMO.

Freelance Illustrator, IP Developer and Writer, Alderac Entertainment Group **1998 - 2001**

Illustrated numerous cards for the Doomtown collectible card game and worked as part of a small team tasked with strengthening the IP and story behind the card sets. This led to card design contributions as the story was more tightly linked to the set design than any other game of the time.

Freelance Cover Artist, Pinnacle Entertainment Group **1999 - 2000**

Produced a string of book covers for the popular Deadlands roleplaying game.

Continuity Writer, Editor and IP Developer, Wizards of the Coast **1995 - 1998**

Joined a small team tasked with developing and expanding the IP for Magic the Gathering. Initially generated a cohesive and rich world derived from several disparate and occasionally contradictory stories that had been the product's only significant story output to date. The team strengthened the foundations of the IP with new stories, a character database and historical documents, and devised and shaped the core world of the IP known as Dominaria, going so far as actually building a globe.

In addition, the Continuity team created the stories for the upcoming card sets for a period of three years and devised documentation to aid collaboration between marketing, licensing and art direction.

Licensees included Acclaim Comic, HarperCollins Publishers and Bowen Designs.

Worked as the lead for:

- World design and story development for the Magic the Gathering expansions sets: Alliances, Mirage and Visions.
- Continuity management of all card sets and final check for licensee story projects.
- Creating art descriptions for all Magic cards for the three-year period.
- Spearheading the teams responsible for card naming and flavor text creation.

Concept Artist and IP Developer, Wizards of the Coast **1994 - 1996**

Developed creature, costume, vehicle and world designs for Magic the Gathering.

Freelance (94-95): Sole artist on the unpublished Encyclopedia Dominia which would have been the first significant story product for the Magic the Gathering IP. I worked closely with John Tynes on expanding the world from the limited information published in the flavor text of the released card sets.

Full time employee (95-96): Continued to produce imagery as a supplementary aid for artists working on the Mirage, Visions and Weatherlight card sets until a full team of artists took the reins with the start of the Tempest block of cards.

Freelance Comic Book Artist, 2000AD

1993 - 1994

Produced the art for Judge Dredd comic strips for 2000AD and Judge Dredd Magazine.
