



DEREK MCCAUGHAN - Digital Artist/Art Director

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Portfolio - <http://derekmccaughan.wixsite.com/portfolio1>

ArtStation Page - <https://www.artstation.com/derekmccaughan>

Linkedin Profile - <http://www.linkedin.com/in/derekmccaughan>

PROFESSIONAL SUMMARY

I am a veteran of the creative industry, possessing advanced proven skills in game asset creation and art direction of new IP and established brands, from concept to final deliverable. I take pride in providing exciting, compelling visual solutions of the highest quality and I'm at home in fast-paced, highly iterative environments having shipped over 50 award-winning products with 20 plus years experience with companies such as Electronic Arts, Disney, Marvel, Lucasfilm, Nintendo, PopCap Games, Crunchyroll, & Hasbro, and many more.

I have extensive development experience on multiple platforms including free to play mobile, Facebook, PC, and console. I've also succeeded in hiring, mentoring, and managing top-level multi-disciplined art teams. Proficient in the latest creative software including Adobe and Autodesk, I have refined a unique set of highly-polished signature styles plus I'm quite adept at matching established styles. I also have extensive experience with development of major brands, including style guides, key art and logo creation, ad art, merchandising art, and most other creative services. I'm proud to have helped several startup companies grow and achieve great success.

For the past 6 years, I've enjoyed my role as an Art Director and Senior Designer at FiGPiN, working in every aspect of development & design of these innovative collectible pins, having illustrated & shipped nearly 300 unique designs and illustrated many package designs. I had regular, direct interaction with the official licensor studios and the factories manufacturing these products.

PROFESSIONAL EXPERIENCE

CAT DADDY GAMES, Kirkland, WA 03/2024 - 04/2025

SENIOR ARTIST: NFL 2K PLAYMAKERS

- Designed, conceptualized, and mocked up screens to provide UI Art and UX solutions.
- Provided full color illustrations for various key game experiences including backgrounds, UI art, and Icons.
- Responsible for establishing and upholding the look and feel and adhering to official NFL approval.
- Worked directly with Art Director to create the best overall user experience.
- Direct influence and execution of UI assets including dialogs, buttons, icons, menus, palettes, textures, rankings, leaderboards, etc. for a cohesive, exciting experience with clear objectives and beautiful visual solutions.

[NFL PlayMakers Official Website](#)

FiGPiN, Mill Creek, WA 06/2019 - Present

ART DIRECTOR/SENIOR ILLUSTRATOR: FiGPiN COLLECTIBLE PINS

- Designed & illustrated high quality, innovative enamel pins from concept to final print-ready artz
- Worked directly with Creative Director to establish style-guides, best practices, and cutting-edge techniques to create the finest looking art for these pieces.
- Interfaced directly with official licensors and major studios.
- Designed and Illustrated packages that showcased products.

- Worked directly with factories, producing print-ready separated, clean & precise art work.
 - Partial official licensor list: LUCASFILM, MARVEL, DC, DISNEY/PIXAR, MLB, NBA, SEGA, MTV, WB, NICKELODEON, NETFLIX, FUNIMATION
- [FiGPiN Official Website](#)

DoubleDown Interactive, Seattle, WA _____ 05/2018 - 05/2019

UI ART LEAD: DOUBLEDOWN FORT KNOX

- Designed, conceptualized, and mocked up screens to provide UI Art and UX solutions.
- Responsible for establishing and upholding the look and feel for existing and upcoming products.
- Created style guides and worked directly with marketing team.

[DoubleDown Fort Knox in the App Store](#)

Final Strike Games, Bellevue, WA _____ Contract 10/2017 - 12/2017

SENIOR UI/UX ARTIST: ROCKET ARENA

- Designed, conceptualized, and mocked up screens to provide UI Art and UX solutions for a AAA game.
- Worked directly with Lead UX Designer to create the best overall user experience.
- Direct influence and execution of UI assets including dialogs, buttons, icons, menus, palettes, textures, rankings, leaderboards, etc. for a cohesive, exciting experience with clear objectives and beautiful visual solutions.

[Rocket Arena Official Website](#)

PopCap Games, Seattle, WA _____ 5/2010 - 5/2017

FRANCHISE ART DIRECTOR: BEJEWELLED

- Franchise level Art Director of dedicated art teams for all current and upcoming TBA Bejeweled products (Facebook, Mobile, Console), promotional materials & marketing products:
 - Built and mentored successful top-level art teams
 - Defined & upheld Bejeweled brand through brand bible and style guides
 - Collaborated with Marketing, Creative Labs, Merchandising, and 3rd party vendors
 - Outlined and implemented asset approval process
 - Gained insight into success factors that foster and maintain an efficient, happy, and productive team

[Bejeweled Blitz](#) - iOS, Android, Facebook

[Bejeweled](#) - iOS

[Unannounced Bejeweled Title](#) - iOS, Android, Facebook

[Hasbro Bejeweled Games](#)

SENIOR ARTIST: MULTIPLE GAMES

Game Assets, Concept, Marketing, Logo, & Key Art, Art Direction:

- Contributed brand-defining art direction, game assets, concept, marketing, logo & key art, background art, UI design & art, storyboards, animatics, badge art, icon art, and cut-scene art
- Built style guides as resource for both in-house and outsourced game art teams
- Refreshed brand identity for Bejeweled through updated logo, new key art, app store icon creation, ad art, and other promotional materials
- Built brand bible as a guide for marketing and creative services teams

[Bejeweled Stars](#) - iOS, Android, Facebook

[Bejeweled Blitz](#) - Facebook, iOS, Android

[Bejeweled 3 - PC](#)

[Bejeweled 3 - Xbox 360, PS3](#)

[Bejeweled Chrome](#)

[Plants vs Zombies](#) - Marketing & Concept art

[Allied Star Police - iOS](#)

[Zuma's Revenge - Xbox 360](#)

[Zuma Blitz](#)

[Game Art Examples](#)

Loose Cannon Studios, Kirkland, WA _____ 1/2009 - 4/2010

SENIOR ARTIST: TORNADO OUTBREAK

[Tornado Outbreak](#) - Wii, Xbox 360, PS3

[Unannounced Multi-Platform Title](#)

- Created original painted textures and 3D assets for expansive world environments, props, characters, vehicles, and objects.
- Created environmental and character concepts and production paintings for existing and upcoming titles.

Gas Powered Games, Redmond, WA _____ 10/2007 - 10/2008

SENIOR ARTIST: UNANNOUNCED NINTENDO Wii TITLE

- As a principal concept artist, played a primary role in establishing the style, atmosphere, and look of the environments, characters, and objects populating the world.
- Concepts were directly translated into 3D assets.
- Created multiple 3D environment, prop, and character models with original textures painted from scratch.

[Concept Art Examples](#)

Amaze Entertainment, Kirkland, WA - 2 ½ years

SENIOR ARTIST: MULTIPLE GAMES

Shipped Titles:

Disney Friends - DS Eragon - GBA

Bionicle Heroes - GBA Shrek - DS

Star Wars Trilogy - Jakk's Pacific

Hulabee Entertainment, Kirkland, WA - 4 years

SENIOR LEAD ARTIST/LEAD BACKGROUND ARTIST: MULTIPLE GAMES

Shipped Titles:

Moop & Dreadly: The Treasure on Bing Bong Island

Olo in the Sunny Valley Fair

Mike's Monstrous Adventure (Pixar)

Piglet's Big Game & various Disney Interactive and online games

Treasure Planet: Broadside Blast, Treasure Racer, Etherium Rescue, Ship Shape

Humongous Entertainment, Bothell, WA - 8 years

SENIOR LEAD ARTIST/LEAD BACKGROUND ARTIST: MULTIPLE GAMES

Shipped Titles:

Putt-Putt Joins the Circus Putt-Putt Enters the Race

Putt-Putt Travels Through Time Putt-Putt Saves the Zoo

Putt-Putt Goes to the Moon Putt-Putt Joins the Parade

Big Thinkers: 1st Grade Big Thinkers: Kindergarten

Putt-Putt's Fun Pack Fatty Bear's Birthday Surprise

Fatty Bear's Fun Pack Freddi Fish's One Stop Fun Shop

Putt-Putt's One Stop Fun Shop Pajama Sam's One Stop Fun Shop

Freddi Fish 5: The Case of the Creature of Coral Cove

Freddi Fish 4: The Case of the Hogfish Rustlers of Briny Gulch

Freddi Fish 3: The Case of the Stolen Conch Shell

Freddi Fish 2: The Case of the Haunted Schoolhouse

Freddi Fish 1: The Case of the Missing Kelp Seeds

Pajama Sam: You Are What You Eat From Your Head to Your Feet

Pajama Sam: Thunder and Lightning Aren't so Frightening

Pajama Sam: No Need to Hide When it's Dark Outside

<https://www.humongous.com>

Freelance Artist

Multiple game art disciplines, magazine spot illustration, advertising illustration, corporate publication illustration, package illustration, graphic design, logo development, etc. Clients Include: Marvel, Nintendo, Electronic Arts, Disney, PopCap Games, Hasbro, FiGPiN, TOHO, Funimation, Ace Novelty, Coraabia.com, Seattle Area Events, V Design Inc.,

ART SKILLS

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|------------------------|-------------------------|--------------------------------|
| • Concept Art | Art Direction | Game Style Guide Creation |
| • Texture Art | Background Art | Vector Art |
| • Brand Development | Character Design | Marketing/Logo/Key Art |
| • UI Art/Design | Package Design | 3D Object/Environment Modeling |
| • Layout | Character Ink and Color | 2D & 3D Animation |
| • Book Illustration | Creative Services | Traditional Painting/Media |
| • Website Illustration | Game Concept/Design | Package Illustration |

SOFTWARE PROFICIENCIES

- | | | |
|---------------------|-----------------|------------------------|
| • Adobe Photoshop | Autodesk Maya | Autodesk 3D Studio Max |
| • Adobe Flash | Corel Painter | ZBrush |
| • Adobe Illustrator | Adobe In Design | Adobe GoLive |
| • Unity | | |

EDUCATION

Mesmer Animation Labs: Completed Intro to Maya Course
Art Institute of Seattle: AA in Visual Communications
Arizona State University: Graphic Design Major
Shoreline Community College: Commercial Art Focus