Fine Arts Rockland, Maine 04841 United States

View the full portfolio at http://www.thecreativefinder.com/chuckcarter

Professional Experience and Curriculum Vitae

Chuck Carter has been working in the artistic end of the science and entertainment industries for more than 30 years. He is self-taught and has been working as an artist since leaving the US Navy in 1979. His illustration and animation work has been used extensively by National Geographic publishing, Online and Television. He continues to work with clients as diverse as Scientific American, numerous industry magazines and Wired.

He was the ?rst freelance artist hired by National Geographic to create a 3-page digital illustration (on dinosaur evolution, 1992) done on a Mac Quadra 600. In 1994 Carter was instrumental in helping launch National Geographic Online. He also has worked with Harcourt Education, McGraw-Hill Higher Education, Knight-Ridder News in Motion, and other clients for more than 22 years - co-authoring and illustrating books on geology, history, nature and geography. He has produced illustrations and animations for the U.S. Navy, U.S. Department of Defense, and various defense contractors, university and government science institutions.

His entertainment projects include being lead illustrator on the computer game Myst and he has worked on more than 25 other video games, including the popular Westwood Studios game series; Command and Conquer, working as a digital artist, animator, writer, art director, and computer-graphics supervisor. While working with Threshold Entertainment, he worked as a digital matte painter for shows like Babylon 5, Mortal Kombat and Mission to Mars; a motion ride for Disney as well as work for Star Trek: the Experience.

Previous Clientele

National Geographic, Nissan, Philip Morris, Wired Magazine, Scientific American, BBC: Naked Science, Threshold Digital, Dilated Pixels, Disney, The US Defense Department, Knight-Ridder, among others...

Awards and Accolades

CHUCK CARTER 26 Talbot Ave. Apt B, Rockland, Maine 04841 TELEPHONE: 801-232-1609 CHUCKSTUDIO@ME.COM

PROFILE

Art Director/Art Group Manager/Senior Artist/Animator Experienced • Innovative Designer • Strong Conceptual and Artistic Skills • Problem Solver

Designed, directed and produced graphics for numerous interactive game projects, television matte paintings and video cinematics. Intimate knowledge of preproduction to post production processes. Highly self-motivated team leader with an eye for problem solving, work flow efficiency and pipeline management.

Seasoned game industry artist having worked on 29 successfully shipped titles such as: Myst, The Manhole, Karandia, Tiberian Sun, Tiberian Firestorm, Nox, Red Alert 2, Yuri's Revenger Dung Engress Seregase (cEarth 2004/398N)

Beyond, Pac-Man: World Rally, Pirates: The Liegensk Star Black Karstolkima 20 nline:

www.thecreativefinderAgeNof Shadows, Snoopy-vs-The Red Baron, Rogue Warrior and AMF Bowling,
Marvel Ultimate Alliance2 and Guitar Hero iPhone, etc.

Platforms include: Playetation 1/2/3 Yboy/Yboy 360 Wii iPhone Mac and PC

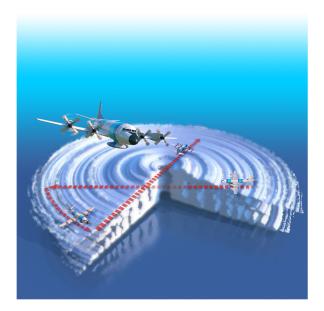
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Chuck Carter



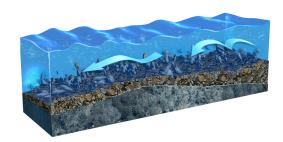
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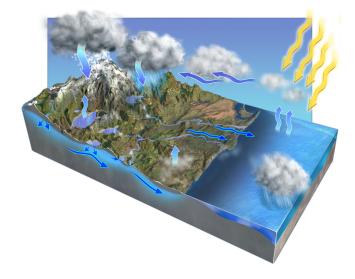
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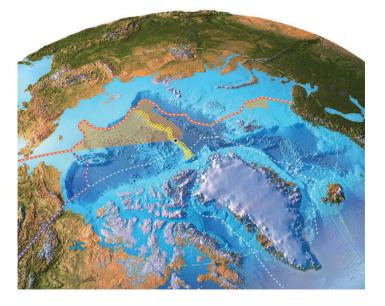




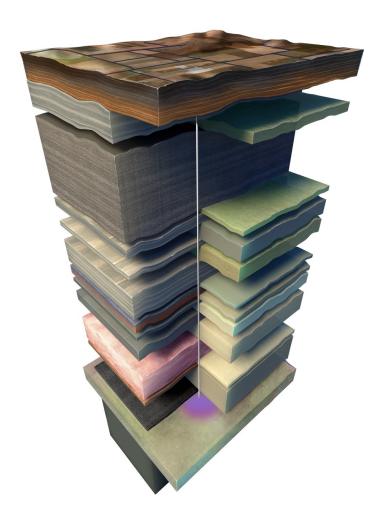
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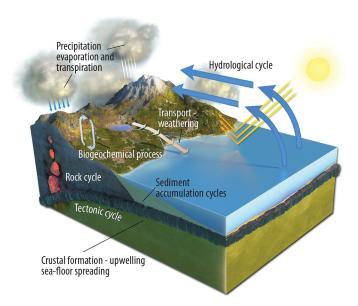
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