Creative Direction United States

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

Professional Experience and Curriculum Vitae

Pepe Moreno

Summary

Pepe Moreno is an accomplished author, artist, game designer and producer with an extensive experience in comic books, game development and entertainment media. He has set trends in comic books with his work throughout the world in magazines such as Metal Hurlant and l'Echo des Savanes in Europe and Eerie, Vampirella, Heavy Metal and Epic Magazine in the United States. Pepe also pioneered "Graphic Novels" in the US, beginning with Rebel and followed with worldwide releases of Joe's Air Force, Gene Kong, Generation Zero, and Zeppelin. His pioneering best selling computer generated graphic novel Batman, Digital Justice was printed in every major language, the book became the second most successful book in the field's history.

Pepe's extensive video game library includes very successful products such as the BeachHead brand of games. The "BeachHead 2000," "BeachHead 2002" and "BeachHead Desert War" titles have sold more than 700,000 copies as well as hundreds of thousands in additional downloads. The arcade versions consistently ranked as number one in the U.S. Other titles include; "Tiger Hunt," "Desert Gunner," "Panzer Killer" and "Real pool" with more than 360,000 copies sold and more than 2.3 million downloads. One of Pepe's most endearing projects was HELLCAB. The title was an industry first, a best seller and an instant classic. HellCab was one of first ever, CD-ROM and it won the number one rating for 1993 in Billboard Magazine.

Previous Clientele

Please kindly get in touch for more information.

Awards and Accolades

Skills Overview

Management, Production and Game Design

On a general note I want to convey that I've been in the trenches of game development and production many, times. Out of real-world experience I know how to design with measure and structure the development process correctly from the start. I'm best at visualizing a game along with the gamer experience from conception and I'm very capable of seeing "the vision" through every step of the process. I'm very logical and organized in the thinking process, good at identifying and eliminating variables and very fluid at finding creative solutions to impossible problems. I know how to create -or contribute to create- a casual, stress-free and highly creative atmosphere while keeping the team motivated and productive. I'm very good at turning company wishes into reality and in maximizing results on time and within a budget.

- Hell Cab (Warner Interactive)
- Real Pool (Atari/Infogrames)
- Rivers of Dawn (Virgin Interactive)
- BeachHead 2000 (Atari/Infogrames) loyd Road Singapore 239098 (co. reg. 201004398N)
- Real Pool 2 (Atari/Infogrames)

helpdesk 656.227.2902, fax 656.227.0213

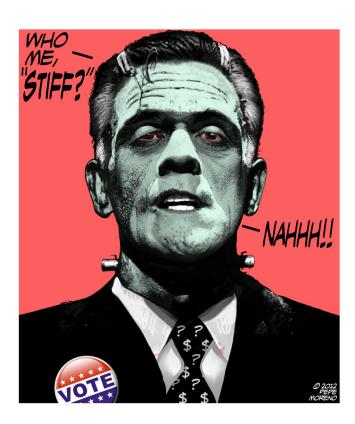
www.thecreativefinder (SemachHead 2002 (Atari/Infogrames)

- BeachHead: Desert War (Global VR/Digital Fusion)
- Tiget Hunt (Atari/Infogrames)

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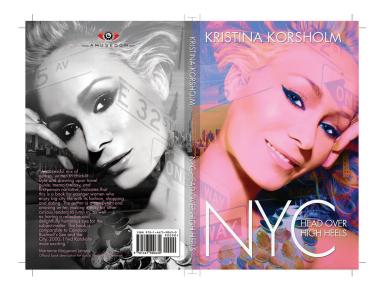
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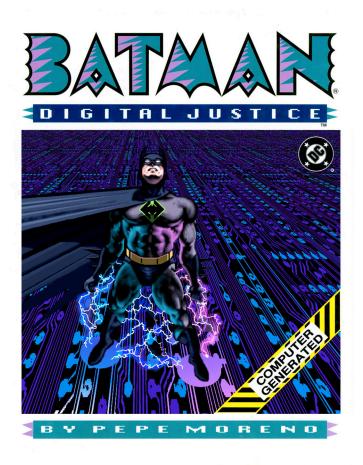
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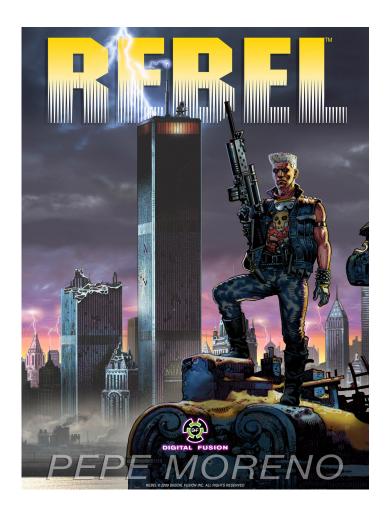
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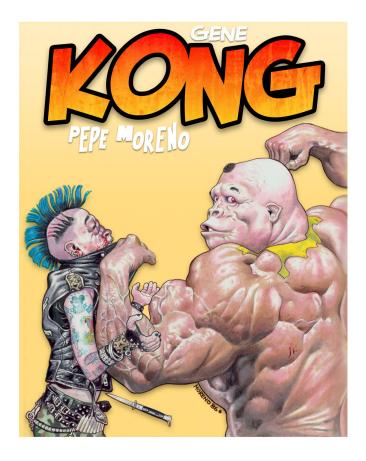


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