

SAUNDERS

C R E A T I V E

PHIL SAUNDERS • 2623 Euclid St. Apt C, Santa Monica, CA 90405 • Tel.310.780.1870 • phil@saunderscreative.com • www.saunderscreative.com

WORK EXPERIENCE

FREELANCE DESIGN CONSULTANT - SAUNDERS CREATIVE

PRESENT

- Provide design, directing, visualization and storyboarding services to the entertainment, product and automotive industries.

Recent Clients:

WARNER BROTHERS STUDIOS	"Superman" Feature Film - Concept Design	Prod. Des.: Owen Patterson
BURTON SNOWBOARDS	"Chopper" 2005 Snowboard line - Board graphic design & illustration	Art Dir.: Michael Jagger
JUNGLE FILM	"Milford Tea" Commercial - Storyboards & Costume design	Dir.: Kai Sehr
SUPERMEGA PRODUCTIONS	Mariah Carey "Boy (I Need You)" Video - Concept Design	Dir.: Joseph Kahn
MGM STUDIOS	"The Outer Limits - Counterfeit" Feature Film - Concept design	Dir.: Rupert Wainwright
CENTROPOLIS FX	"Saturn" Commercial - Concept design & storyboards	Dir.: Kai Sehr
SUPERMEGA PRODUCTIONS	"Torque" Feature Film - Custom motorcycle concept designs	Dir.: Joseph Kahn
BURTON SNOWBOARDS	"Punch" & "Chopper" 2004 Snowboard lines - Character designs	Art Dir.: Michael Jagger
ROCKFORD FOSGATE CAR AUDIO	1999-2002 marketing campaigns - Concept design & product design	Art Dir.: Frank Vitale

CREATIVE DIRECTOR - PRESTO STUDIOS

1992 - 2002

- Built a reputation for creative excellence and attention to detail at the top of the industry. Our most recent title, *Myst 3: Exile*, was a #1 hit and was recently reviewed by NEXT GENERATION magazine as "...one of the best-looking games ever made."
- Responsible for overseeing and contributing to the entire creative development of numerous award-winning games, from initial concept, story development, gameplay, visual and audio design, to live-action direction and art direction.
- Responsible for interfacing with the technology group to ensure the smooth integration of art and engineering on projects ranging from pre-rendered adventure titles, to real-time 3D action; from PC and Mac platforms to development for Playstation and X-box.

Notable Credits:

WHACKED! - X-BOX game for Microsoft (OCT '02)
MYST III: EXILE
BENEATH
THE JOURNEYMAN PROJECT Trilogy

DESIGNER - NISSAN DESIGN INTERNATIONAL

1991 - 1995

- Developed automotive exterior and interior concepts and styling for both production and advanced study. Projects I contributed to include the 1998 Quest/Mercury Villager minivan, 1996 Pathfinder SUV and 1998 300ZX Advanced Concept.
- Developed product concepts for clients such as Apple Computer and Salomon Skis.

CONSULTANT - SIM-EX DIGITAL / INTERACTIVE SIMULATIONS

1990 - 1993

- Created conceptual & production designs for location-based entertainment. Designed simulator interiors, architectural installations, props, vehicles, environments and costumes. Produced storyboards and production paintings for ridefilms.

Credits:

SEATREK - Toronto, Canada
TERABYSS - Rokko Island, Japan
DEEP SEA ADVENTURE - Tokyo, Japan
AQUAPORT - Unproduced

EDUCATION

ONTARIO COLLEGE OF ART - INDUSTRIAL DESIGN

Graduated with Honors 1991

AWARDS

2001 Computer Games Magazine's "The Year's Best": 'Myst 3: Exile'
BEST ADVENTURE GAME
BEST ART DIRECTION

2001 Mac Home Journal Reader's Choice Awards: 'Myst 3: Exile'
GAME OF THE YEAR

1998 PC Gamer's "Top Ten Games for 1999": 'Beneath'

1997 INVISION Multimedia Awards: 'The Journeyman Project 3: Legacy of Time'
GOLD; Best Overall Design
GOLD; Best Adventure/Role Playing Game

1996 PC Entertainment Editors' Choice Awards: 'Buried in Time: The Journeyman Project 2'
BEST ADVENTURE GAME

1995 INVISION Multimedia Awards: 'Buried in Time: The Journeyman Project 2'
GOLD; Best Graphics
BRONZE; Best Story and Script

1993 INVISION Multimedia Awards: 'The Journeyman Project'
BRONZE; Best Production Design

RELATED SKILLS AND EXPERIENCE

- Skill at quick visualization, marker rendering, storyboarding, expressive and realistic illustration, modelmaking & clay sculpting; digital painting, texture mapping and 3-D modeling.
- Experience directing live-action, bluescreen, animation voice-over and CGI.
- Experience directing teams of as many as 20 artist on several projects.
- Extensive direction of all aspects of digital effects production for games.
- Proficiency in Photoshop and Illustrator, Quark Express, Alias, 3D Studio Max; working knowledge of Form-z, After-Effects, Final Cut Pro

INTERESTS AND ACTIVITIES

Screenwriting and fiction writing, drawing, reading, music, film, computer games, Porsche club racing, rock climbing, mountain biking, skiing, basketball and volleyball, travel.

Guest lecturer & tutorial instructor at the Game Developer's Conference 2001, 1999 and 1997

PORTFOLIO AND REFERENCES

Available upon request.

Additional work experience available upon request.