

## CONTACT

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## SKILLS

- Adobe creative suite
- Autodesk 3D software
- Chief Architect
- Autodesk Revit
- UI/UX
- Branding
- Marketing
- Illustration
- Graphic design
- Architecture
- Drafting
- Logo design
- Web design
- Video editing
- Animation
- Videography
- Photography
- Typography
- Project Management
- Art management
- Art Direction
- Creative Direction
- Budget management
- Team management
- Live event direction
- Construction

# RUSSELL SABIN

## MULTI-DISCIPLINARY CREATIVE DIRECTOR

I have a varied background in art and media including architectural drafting, animation and 3D/digital and traditional art styles. I have experience as a production artist, business owner as well as being in management roles in large companies. As a creative I have worked across multiple fields including game development, strategic marketing, live event production and branding. I am a self-motivated and friendly do whatever it takes outside the box thinking creative who enjoys growing, mentoring, and expanding my skill set with new experiences

## EXPERIENCE

### CO-OWNER

TERVAN TAVERN  
November 2016 to present

Co-owner of an old historic tavern in Sandpoint Idaho, responsibilities include management and training of staff, bartending when needed, creation of all branding materials and advertisements, handyman work, general construction architectural and interior design.

### OWNER/FREELANCE

DEVLIN JONES CREATIVE STUDIOS  
July 2003 to present

Owner and Operator of a creative studio whose work includes architectural drafting, various media and marketing assets, event coordination and production, and management.

### ART DIRECTOR

VERANT/SONY ONLINE ENTERTAINMENT  
February 1998 to February 2003

Leadership role in game development where responsibilities included management of art staff and art assets, creation of marketing assets, game design, technical art direction, creation of game art assets, and creating over all visual vision for game projects.

### SENIOR ARTIST

989 STUDIOS/SCEA  
January 1996 to February 1998

Senior artist working in game development responsible for concept art, character models, environment models, textures, and animations.

**ART LEAD/CO-OWNER**

HAVOK WARE/MONKEY STUDIOS

January 1994 to January 1996

Leadership and executive role in game development where responsibilities included management of art staff and art assets, creation of marketing assets, game design, technical art direction, creation of game art assets, and creating overall visual vision for game projects. Executive responsibilities included investor relations, coordination of development financing and corporate direction.

**ARTIST**

SOFTWARE SORCERY

January 1992 to January 1994

Artist working in game development responsible for concept art, character models, environment models, textures, 3D animations, and sprite based art.