

## Bo Geddes

Producer | Art Director | Graphic Designer

My goal is to **elevate games** through creative management, clever scheduling, nimble budgeting, smart resourcing and clear communication.

### Experience

I've been providing leadership and creative design for entertainment properties since 2001. Prior to that, I spent 4 years in the agency world designing logos, print materials and web sites for many industry giants. You'll see a bit of everything at [bogeddes.com](http://bogeddes.com).

### Knowledge

Expert knowledge of Photoshop, Illustrator, InDesign. Working knowledge of Maya, Mudbox, After Effects, Avid, Flash, Dreamweaver and various pipeline management, budgeting and scheduling tools.

### Competence

Solid communication, management, and collaboration skills. Highly organized problem solver. Infectious enthusiasm and a fantastic ability to listen, develop, champion and implement great ideas. Exceptional creative abilities across a variety of media, both traditional and electronic. Firm understanding of pipelines for video games, print and web. Expert typographer and UI designer.

### Game History

#### XEKO

matter group  
Art Manager/Director, UI

- Madagascar
- Costa Rica
- Indonesia

#### GODZILLA

Comic Images  
Game Designer, AD, UI

- Game Prototype

#### LORD OF THE RINGS

Sabertooth Games  
Creative Director, UI

- Starter Set
- Booster Pack
- Map Pack 1 & 2
- Deluxe Starter Pack
- Fellowship Booster Pack
- Sauron
- Cave Troll with Heros
- Treebeard with Merry & Pippin

#### WARCRY (Warhammer)

Sabertooth Games  
Creative Director, UI

- Core set
- Winds of Magic
- Siege of Darkness
- Dogs of War
- Path of Glory
- Legions of Chaos
- Siege of Middenheim

#### HORUS HERESEY

Sabertooth Games  
Creative Director, UI

- Leave No Survivors
- Sedition's Gate

#### WARHAMMER 40,000

Sabertooth Games  
Senior Graphic Designer

- Siege of Malogrim Hive
- Invasion: Verdicon
- Battle for Delos V
- Coronis Campaign
- Battle for Pandora Prime

### Brand History

Adidas, Bonfire Snowboarding, Columbia Sportswear, Curiosity Group, Games Workshop, Mattel, Microsoft Games, New Line Cinema, Nike, Nintendo, Starbucks.

### Education

Academy of Art University 3.9 GPA (Producing and Animation)

### Contact

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