

# Brett 2D Bean

ARTIST

Pasadena, California

[brettbean@2dbean.com](mailto:brettbean@2dbean.com)

310-405-3610 mobile

My goal is to continually improve and learn as an artist, lead by example, and push myself and others around me to create great things for the art community. I am available for freelance opportunities, contract work, and full time employment.

## Experience

Artist/Owner/Big Kahuna

Pasadena, CA

## Drawn To It Studios, LLC

Feb 2008 - Present

Currently a full time freelance visual development artist and conceptual designer for projects and companies big and small on pitches, video games, card games, manuals, and books.

My clients and projects include:

*Disney*

The Amazing Society

*Atari*

Imagine FX

*Nerd Corps*

Rock You, Inc.

*Gazillion Entertainment*

Wizards of the Coast

*Spacetime Studios*

Slipgate Ironworks

*Zipper Interactive*

Sony SCEA

*The Wandering Men*

Kilo

*Wildfire*

Empty Clip

*Gargantuan*

Rumble Inc.

*Wowwee*

CDR Entertainment

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Character Design Instructor

## Gnomon School of Visual FX

Los Angeles, CA  
Jan 2011 - Present

Teaching at Gnomon School of Visual FX Advanced Character Design and Character Design 1

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Senior Concept Artist

## Gazillion Entertainment

San Francisco, CA / Seattle, WA  
Feb 2008 - Nov 2010

The Amazing Society

October 2009 – November 2010 (1 year 2 months)

Conceptual design and illustration for Marvel Super Hero Squad Online

and future game projects and pitches

Slipgate Ironworks

February 2008 – October 2009 (1 year 9 months)

I helped establish the look and feel to the game as well as establishing main characters, environments, NPC races, color palettes, props, and zones paintings.

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Concept Artist

## Spacetime Studios

Austin, TX  
Apr 2007 - Jan 2008

In charge of creating designs from thumbnails to finished paintings for main characters, props, environments, and special effects for the AAA MMORPG genre. I also helped design and maintain a unique art style and styleguide for outsourcing and in house representation.

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Artist

## SONY SCEA

Bend, OR / Seattle, WA

Feb 2005 - Sep 2006

Zipper Interactive/Sony

January 2005 – September 2006 (1 year 9 months)

To conceptualize, design, and create all aspects of environments, props, and interactive objects for multiple levels. Also given the task to create downloadable content for Sony website.

SCEA

June 2004 – February 2005 (9 months)

I worked with Senior artists to create and concept art assets including models, vehicles, props, and terrain. Worked with large teams to help polish models, levels, and game play.

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