

WILLIAM STONEHAM

3838 Greenwood Avenue

Oakland, CA 94602

stonehammer@earthlink.net

<http://www.stonehamstudios.com/concept/index.html>

AREAS OF EXPERIENCE

Software

3D Studio MAX 9

Photoshop CS3

After Effects CS3

Art Skills

Painting: oil and acrylic - 22 years

Sculpting, cast materials - 20 years

Illustration, mixed media - 16 years

Conceptual design - 14 years

EMPLOYMENT HISTORY

2007-current

Arcturus Publishing

London, UK

Stoneham Studios

Fine Art, Video art

Digital Illustration

Oakland, CA

2004-2007

Crystal Dynamics Menlo Park, CA

Concept Artist

2003-2004

Frog City Software, San Francisco CA

Art Director

RTS project

2000-2003

Cyan Worlds Inc., Spokane WA

Senior CG artist

Design and build prototypes, Create assets, Modeling and texturing for real-time project 'Uru: Ages Beyond Myst'

2000-2001

Arena.Net Bellevue WA

Lead Artist

Project development, Low poly modeling, Key frame animation

1999 – 2000

3DO Corporation New World Computing

Lead Artist\Art Director

Legends of Might And Magic

Supervised 20 artists

Senior Artist

Designed and built 3D models and animation for Might and Magic VIII cinematics.

1992-1999

LucasArts Entertainment Company Inc. San Rafael CA

Senior Artist

3D modeling and animation for Star Wars cinematic cutscenes.

Star Wars:

- Dark Forces CDROM
- Rebel Assault II CDROM
- Shadows Of The Empire Ultra 64
- Jedi Knight CDROM
- Shadows CDROM
- Force commander CDROM
- Episode 1 'Racer' CDROM

Lead Artist

Supervised four artists for Indiana Jones and The Iron Phoenix

1986-1991 Murals, Illustration, Model Making

Sierra On Line Inc. Sierra Nevada's CA

- 2D Background Artist (Space Quest V)
- Muralist (St. Supery Vineyard, Academy of Sciences, Lindsay Museum, Santa Fe Corp., Van Damme State Park)
- Illustrator (San Francisco Zoo)
- Model maker (Pacific Science Center)

1984-1986 Feature Films, San Francisco, Los Angeles CA

Chris Walas Inc.

Sculptor, Mold Maker, Story Boards (films: Enemy Mine, The Fly)

LucasFilm Ltd.

Industrial Light And Magic

Sculptor, Mold Maker, Puppeteer (films: Ewoks Battle For Endor, Young Sherlock Holmes, Howard The Duck)

Cannon Films Inc.

Story Boards, Chief Model Make (films: Alan Quatermain And The Lost City of Gold, It Ate Cleveland, Gor)

1972-1984 Freelance Painting & Illustration

Critically acclaimed one-man show; magazine and book illustration; set construction; prop design

1969-1971

Moorpark Community College, Moorpark CA

Associate Arts

REFERENCES

Garry Gaber
Escape Hatch Entertainment, LLC
garryg@iscweb.com
worked at LucasArts with Garry on StarWars projects

Mike Levine
Pileated Pictures
mike@pileated.com
worked with Mike at LucasArts and freelance projects

Lawrence Taubman
Cinecity Pictures
cinecity@cinecity.com
worked for Larry on independent film projects
writing and concepting