

# JOE PENDON



Game Artist  
& Designer

  
joe@greenpixel.ca

803-750 Wonderland Rd. S  
London, ON N6K 4K4  
519 719 4945

Portfolio: [joe.greenpixel.ca](http://joe.greenpixel.ca)

## ■ Lead Artist, Tiny Titan Studios

February 2016 - August 2016 (London, ON)

- Design and create 2D assets for in-studio mobile titles
- Provide direction and feedback to junior artists

## ■ Lead Artist, Horrible Unicorn Game Studios

February 2015 - January 2016 (London, ON)

- Created 2D assets and animations for "Legacy of the Copper Skies"  
Reviewed and provided feedback to outsourced production artists

## ■ Lead Artist, Slightly Social

February 2013 - March 2014 (London, ON)

- Created all art assets and UI elements for various in-house mobile game projects
- Created appealing and attention-grabbing App Store icons and screenshots

## ■ Co-founder/Game Designer/Lead Artist/Freelancer, Green Pixel

July 2012 - Present

- Released game "The Monolith" on browser, iOS, and Android platforms
- Released game "The Pocalypse Defense" on multiple Flash portals
- Released game "BlockHopper" on multiple Flash portals and iOS platforms
- Create game design documents for all game projects
- Design and create art assets for all game projects while abiding by programmer technical specifications and client feedback

## ■ Owner/Creator, "The Pocalypse" Webcomic (thepocalypse.com)

October 2010 - Present

- Publish weekly Flash animations for an audience of thousands of global visitors
- Create 2D art assets for Flash animations
- Write scripts and storyline for "The Pocalypse" characters and plot
- Maintain website and interact with readers through the WordPress platform

## ■ Lead Artist, Electron Jump

June 2009 - September 2010 (Toronto, ON and remotely in Japan)

- Designed and created art assets for Nintendo DSiWare titles, "Don't Feed the Animals" and "Hooked"

## ■ 2D Artist, SilverBirch Studios

January 2008 - May 2009 (Toronto, ON)

- Created 2D art assets for game titles, "Jimmy Two Shoes", "N+", and "Animal Planet: Emergency Vets"

## Recent Notable Projects



### Tap Smiths

Featured in **Apple App Store** "Best New Games" worldwide



### Legacy of the Copper Skies

Successful **Square Enix Collective** campaign



### The Monolith

Over 300,000 downloads on mobile devices  
Over 600,000 plays on browser version



### Trouble in the Manor

Available on Steam



### Dr. Vile

2nd place Overall in **Ludum Dare** 72 hour Game Jam

More of my work at <http://joe.greenpixel.ca>