

JOE PENDON



Game Artist
& Designer


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Portfolio: 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>