



David B. Wentworth

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www.davidwentworthart.com

EDUCATION:

MFA, Illustration, May 2013, Academy of Art University, San Francisco, CA

BFA, Illustration, May 2010, Massachusetts College of Art and Design, Boston, MA

Technical Expertise:

Adobe Creative Suite, Corel Painter, Sketchbook Pro, Clip Studio Paint, Mischief, Paint Tool SAI, Procreate, Traditional mediums 2D and 3D

Publications:

Graphic novel, Blue & Jay, NE Olde English Sheepdog Newsletter, 2014-current

Children's book, Leon The Lion, 2018

Anthology artbook, Not-So-Tiny Dragons, Artorder LLC, 2018

Into the Wild: The Art of David Wentworth, 107% funded on kickstarter, 2019

EXPERIENCE:

Sam Vest Studios, 2021

Stocks & Portfolios, tabletop board game

Concept artist, Character designer, Creature designer, Illustrator for "Stocks & Portfolios" Satirical Catan-style board game. Art Director: Sam Vest

Maya The Unstoppable, Animated Series Pitch 2020

Visual Development Artist, Concept artist, Character designer, Creature designer, Illustrator for "Maya The Unstoppable" Animated Series. Art Director: Jess Cuffe

Druid Stone, Comic Project 2019

Visual Development Artist, Concept artist, Comic artist, Storyboard artist, Character designer for "Druid Stone" comic

BLT Communications, 2018

Concept artist and illustrator for promotional artwork, including clients such as DreamWorks ("Trolls 2", "Abominable"), Sony ("Angry Birds 2"), and Amazon Animation ("Bug Diaries", "If You Give A Mouse A Cookie" animated series)

Trenchfoot, Film Project 2018

Freelance Concept artist and promotional poster illustrator for WW1 film project "Trenchfoot"

The Very Creative Firm, 2017

Storyboard artist for "Booking.com" commercials, "Palm Trees - Missing U" Music video, and other clients

Squirrel Films, 2014-2015, 2017-present

Concept Artist and Comic artist for "Minutes After Midnight" film project 2014-2015, (various projects 2017- Current)

Hatch Animation Project, 2016

Concept artist for animated short film "Hatch"

Visual Ink Creative, 2014 - 2016

Illustrator for client internal company graphics and presentation materials

New England Old English Sheepdog Rescue League, 2014 - Current

Concept artist, Character designer, Storyboard artist, Comic and Story artist, for original comic series "Blue & Jay" and newsletter graphics

Storm Rascal Studios, 2010 - 2012

Art Director and Creature Designer for an untitled video game project