

Leonard Boyarsky

Professional Experience:

1998 – 2005 Troika Games LLC. – CEO, Project Leader, Art Director, Designer/Writer

Games:

Vampire: Bloodlines

Duties: Project lead, Art Direction, Dialog writing/editing, Story/Quest Design, Texture mapping, Concept Art

Arcanum

Duties: Art Direction, Dialog writing/editing, Story/Quest Design, Scripting, Concept Art, Modeling, Animating

1992 – 1998 Interplay Productions – Art Director, Lead Artist, Designer/Writer

Games:

Fallout 2

Duties: Designed overall gameplay refinements and main story arc/quests/areas/characters with Tim Cain and Jason Anderson before leaving Interplay to form Troika Games.

Fallout

Duties: Art Direction, Lead Artist, Dialog writing/editing, Quest Design, Concept Art, Modeling, Animating, Cinematics

Stonekeep

Duties: Lead Artist (2d and 3d sprites from conceptualization to implementation)

1992 – Freelance Artist

Projects:

Castles – PC Game, End Screens

Unnatural Selection – PC Game, Assistant Artist

Demons – Book Cover

Aversion – 'Fit to be Tied' CD Cover

Cadillac Tramps – 'Cadillac Tramps' CD cover

Education:

1988 - 1992 Art Center College of Design – Bachelor of Fine Arts
Degree in Illustration, with Honors

1983 - 1988 California State University, Fullerton – Bachelor of Arts
Degree in Illustration