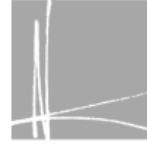


Nicholas Koenig

Convergence Architecture • Creative Direction • Production Design



484 Redwood Rd.
Corralitos, CA 95076
Email: nkoenig@earthlink.net

T: (831) 728 7727
F: (831) 728 7727
Mobile: (408) 529 2930

BIO

BACKGROUND

- 5 years creative direction and production team management experience.
- 15 years multimedia art direction experience.
- 20 years of cross industry production design experience in every field of entertainment design including: Comic books, broadcast motion graphics, special FX direction and supervision, live action direction, theme park attraction design, CD ROM video games, smart toys, Vegas gambling games, web sites and cross medial UI design.
- Full Scholarship to Pasadena Art Center.
- Highly focussed and motivated.

SKILLS

- Good interpersonal communication skills. Accountable and dependable. Strong team member or leader.
- Master of traditional and digital creative tool sets and techniques. Principal expertise in 2 1/2D compositing techniques.
- Extensive production experience designing and directing for all forms of digital media.
- Architectural draftsman with working knowledge of construction procedures, building codes and hand drawn or CAD created technical documentation and blueprints.
- Sculptor : clay, marble, steel.
- Software: Quantel Paintbox, Discreet Logic Flame, Adobe Photoshop, and Illustrator.
- Hardware: Macintosh, Quantel Paintbox / Henry, SGI.

EXPERIENCE

Soulware - Santa Cruz, CA.

2000-present

President / Founder

Founded a production studio with a proprietary technology component. Soulware is a P2P personal profiling utility and user content management infrastructure. Developed from a nascent smart toy concept into a cross platform, Internet enabled play utility. Recruited and hired core technical, and business partners, Legal council and contractors. Developed the technology design into a patentable utility. Drove strategic vision and implementation roadmaps. Oversaw budgetary constraints and allocations. Met with VC's and angels. Built web and brick and mortar company identity and presence. Wrote business plan and executive summaries; performed all entrepreneurial responsibilities and duties. Soulware is a production ready startup effort actively seeking an OEM production partner and underwriter.

Silicon Gaming - Palo Alto, CA.

1996-2001

Chief Creative Officer

Silicon Gaming built a high tech multi game video slot machine featuring a 9X16 touchscreen monitor delivering full motion video and multiple alpha channels to the player with each handle pull. The promise of Silicon Gaming was to deliver Silicon Valley technology combined with Hollywood production values to the Las Vegas market. In 1997 Silicon Gaming unveiled its machine at the World Gaming Congress and changed the industry forever.

Strategic creative responsibilities included: Setting and overseeing the direction for branded product lines and their implementation; identifying entertainment licensing opportunities; creating and presenting strategic partner pitches; managing the game production staff. Reported to the CEO.

Production responsibilities included: Supervising and designing for all aspects of production including industrial design and electro-mechanical components for slot machines and signage, digital game assets and animations, live action shoots, props and model construction. Awarded and oversaw production contracts. Created R&D effort and managed its agenda and pitches. Co-designed, created, directed and maintained a game content library of 32 games. Architected trade show booths - construction and signage. Directed and designed Las Vegas's largest convergence project to date: a \$12M themed slot installation at the MGM Grand.

Designed the Alpha / Beta version of a spin off Internet portal identity for web distribution of Silicon's game content library.

The site, www.wagerworks.com, was successfully launched as an independent startup in Mar. 2001 and now has a \$50 M dollar valuation.

Zowie Toys - San Mateo, CA.

1999

Creative Director - *Muppets from Space*

Zowie was an Interval research (Paul Allen) company pioneering toys and playsets as alternative input devices for a PC. The Playsets plugged into a PC's keyboard port and a child playing with the play set could launch corresponding animations and play modules off of a CD-ROM to the PC's screen.

Lead stylist/ art director for a "smart toys" playzone with triggered CD screen content. Based on the '99 Henson feature film release *Muppets from Space*. Responsible for providing production art for the 3rd party CD content developer and toy orthos for hard plastics production. Created prototype artwork for pitches to prospective licensees including Mattel's *Barbie*, Nickelodeon's *Rugrats*, Disney's *Mickey town* and Intel.

Other deliverables for homegrown brands included final styling and orthos for the plastics production of *Red Beard's Pirate Quest*. Character and prototype design included: *Red Beard 2*, *Space Racer*, *Nomad* and *Ellies Rock and Roll*. Zowie was bought by Lego in 1999.

Activision - Los Angeles, CA.

1994-1996

Art Director / Lead artist - *The Muppet Treasure Island. CD ROM.*

Responsible for concept development, storyboards, and delivery of all digital art assets for an 80 screen interactive adaptation of Jim Henson Productions' feature film *Muppet Treasure Island*. Wrangled Henson art and animation approvals, co-directed, lit and effects supervised a 10 day live action blue screen shoot starring Tim Curry, Miss Piggy, Kermit the Frog and Gonzo the great. Managed a team of five artists and kept assets flowing to seven compositing and asset processing workstations as well as a team of 15 cell animators at Fox animation (Phoenix AZ.). This was a \$3.5 M CD ROM title with a production team that grew to exceed 40 people.

ZDTV - San Francisco, CA.

1995-1999

Art Director / Character Designer - *Tilde and Dash*

Designed two realtime 3D on air hosts for the launch of ZDTV. The characters were animated in realtime using proprietary motion capture software. Provided the initial character bible and subsequent updates and modifications to the characters' geometry and wardrobe over several years as higher poly counts, meshed joints and real-time reflectivity became possible. The characters hosted the network for several years, doing promos, conducting live guest interviews and ultimately starring on their own shows. They have won several Emmys.

GRFX NOVOCOM - Los Angeles, CA **1994-1995**

Paintbox artist

Created Paintbox storyboards for high end broadcast graphics, show opens, station ID packages and logos. Clients included: NBC, CBS, Disney, KCET, and many network affiliates.

Nickelodeon (MTV) - San Francisco, CA. **1992-1994**

Art Director - *Poetry in Motion*.

In partnership with an independent producer, pitched and launched a series of interstitial one-minute shorts: *Poetry in Motion*. Provided direction, concept, storyboards, set, prop, special effects design and Paintbox art. Produced a total of seven pieces over three years.

Hasbro/ Bulletproof Software - San Francisco, CA. **1994**

Art Director - *Mindgames*.

Direction, design and storyboards of all visuals for a low poly virtual reality game. Designed two thematically different prototypes for the same programming engine. These prototypes were created for a headset console system ultimately scrapped by Hasbro.

Mandelbaum Ashley & Mooney - San Francisco, CA. **1993**

Cell animator - *Birkenstock*.

Provided character design and cell animation for a :30 sec. cell animated Harry composited commercial.

MCA / Universal Planning and development - Los Angeles, CA **1989-1993**

1992: Designer, storyboard artist - *Seafari*

A \$10M Japanese theme park ride. Concept, design, storyboards and architectural drafting for architectural scenics and 3-D ride film. Built in Wakayama, Osaka, Japan. 3D ridefilm by Rhythm & Hues.

1990 –1993: Designer, storyboard artist

Concept design and storyboards for half a dozen + ride concept pitches to MCA senior management and investors. These included *Jurassic Park*, *Mr. Magoo*, *Batman*, *Aquaman*, *Indiana Jones* and *An American Tail* among others.

1989: Designer, storyboard artist - *The Funtastic world of Hanna Barbera*.

A \$12M motion based theater attraction built at Universal Studios Orlando, FLA. .Provided design and storyboards for the ride film. 3D ridefilm by Rhythm & Hues.

Editel SF. - San Francisco, CA. **1990-1991**

Quantel Paintbox / Harry artist

Designed and created animated video graphics and effects for commercials and high-end industrials. Serviced the major add agencies and industrial clients in the Bay area. Clients included: Foote Cone & Belding, Sachi & Sachi, Young & Rubicam, CBS, ILM, and Colossal pictures among many others.

Warner Bros. - Los Angeles, CA. **1988-1990**

Quantel Paintbox artist

Built Paintbox skills to meet full range of industry requirements. Serviced all of Warner's broadcast shows with graphics titles, promos etc.). News graphics artist (over the shoulder) for an in house syndicated news service distributed to 125 channels. Clients included Disney, *The New Mickey Mouse club*, *Warner Electra Asylum*, *Reuters*, & *Tel America*.

Whitney Demos Productions - Los Angeles, CA. **1987-1988**

Art Director - 1988 *CBS Presidential Election Graphics*

In house AD on a 10 member production team creating the *1988 CBS presidential election graphics* package . Created and assembled presentation pitch to CBS.

Generated 2D production graphics. Worked with Sr. (CBS) Art Directors to generate key frames and production elements. This project had a \$1.1M budget and used 13 Symbolics machines, a Symbolics render farm and 2 Thinking Machines super computers.

Misc. Comic Book publishers - Santa Cruz, CA. 1983-1989

Comic book Illustrator

Freelance comic book penciller and inker for numerous publishers including: *Marvel, First, Eclipse, PC and Warp graphics.*

The Design Forum - Santa Cruz, CA 1982

Architectural Draftsman

Drafted construction blueprints for local commercial and residential projects.

EDUCATION

1977-83: Self taught in figurative art, anatomy and architectural rendering.

1979: Cabrillo College: Teachers aid art history dept. Historically catalogued and filed all slides from the 10 course art history curriculum offered by the college.

1980: Carrara Italy. Studied marble carving. Carved replica of classical Greek fragment: *Torso of Aphrodite.*

1988: Full tuition to Art Center college of design, Pasadena CA.

PRIZES AND AWARDS

1989: New York Film Festival - Silver for best promo - *The new Mickey Mouse Club*

1993: ITVA Cindy awards - Silver for best graphics and special FX - *Poetry in Motion, Booklice* :60 sec.

1995: Monitor award - Gold for best editing in children's programming - *Poetry in motion What Some people do* :60 sec.

1996: Time Magazine interactive products of the year review - 2nd best children's entertainment title of the year - *Muppet Treasure Island*

1996: Computer game developers conference. CGA award - Best of the show - *Muppet Treasure Island " Bristol town square".*

1998: NY Film festival - Globe award - ZDTV virtual hosts *Tilde and Dash.*

1999: Emmy award - ZDTV virtual hosts *Tilde and Dash.*

2000: ID (international Design magazine) interactive media award - Bronze - *Redbeard's Pirate Quest* Zowie Intertainment.

PERSONAL

Married, 3 children. Fluent French and German, basic Italian.