

# ARTHUR KLEIN

San Francisco, CA | [artkleinart.com](http://artkleinart.com) | [linkedin.com/in/arthurjklein](https://linkedin.com/in/arthurjklein)

## PROFESSIONAL SUMMARY

Veteran game artist with 20+ years specializing in stylized character art and rapid visual prototyping. Expert at fusing traditional art fundamentals with cutting-edge AI workflows to maintain high visual quality while accelerating production speed. Deeply experienced in building efficient art pipelines across major game engines, focusing on high-readability assets that translate across all platforms.

## CORE SKILLS

**Art Production (20+ Years)** - 3D Character Modeling & Texturing (Maya, ZBrush, Substance Painter) - 2D/3D AI Art Generation, Processing & Cleanup, Hand-drawn Concept Art, Game Asset Setup & Management - Stylized & Cartoon Art Styles (Mobile-optimized) - UX/UI Design & Wireframing (Figma, Photoshop, Illustrator)

**Technical Pipeline** - Unity, Unreal Engine Integration - Cross-functional Collaboration (Design, Engineering, Product,) - Art Direction & Team Coordination

**Production Innovation** - AI-Accelerated Art Workflows (ComfyUI, Claude Code, Midjourney, Google AI Studio) - Rapid Prototyping & Iterative Design

**Leadership & Collaboration** - Team coordination and mentorship (internal, external, outsource) - Stakeholder presentation and communication - Workflow documentation and process (Jira, Perforce, Git, Slack)

## PROFESSIONAL EXPERIENCE

### Series Entertainment, Remote

**Artist** | *April 2024 – February 2026* - Research and implement AI-assisted art creation workflows using Imagen, Cursor, Claude Code, Midjourney, Fal, and ComfyUI to accelerate prototyping and asset generation - Explore cutting-edge generative AI tools (Hunyuan, Kling, Veo) to reduce production time while maintaining artistic quality - Develop repeatable processes for integrating AI tools into traditional game art pipelines

### Academy of Art University, San Francisco, CA

**Instructor (Part-Time)** | *August 2023 – May 2024* - *Introduction to Games Modeling, Introduction to Games Sculpting, Texture & Light* - Taught foundation and advanced courses in 3D game art production to aspiring game artists - Mentored students on industry-standard workflows (Maya, ZBrush, Substance Painter, Unity) - Developed curriculum integrating modern tools and best practices from AAA and mobile game development

## **Nifty Games**, Lafayette, CA

**Art Director** | *October 2019 – February 2023 - NFL Clash (iOS, Android), NBA Clash (iOS, Android)* - Led art production for mobile sports franchise titles, delivering stylized character art and UI optimized for iOS and Android platforms - Coordinated internal team of 8+ artists and managed external/outsource partners to deliver 50+ characters and environments on aggressive mobile release schedules - Created UX wireframes and art style guides, collaborating closely with product, design, and engineering teams to ensure cohesive player experience - Presented art direction and design concepts to NFL/NBA stakeholders, incorporating feedback while maintaining visual consistency

## **Facebook | Meta**, Menlo Park, CA

**3D Artist** | *October 2018 – October 2019 - Horizon Worlds (Meta Quest)* - Developed 3D art assets for Meta's flagship VR social platform (Meta Quest) - Collaborated with cross-functional teams in fast-paced AR/VR environment - Optimized art for real-time performance on mobile VR hardware

## **Pocket Gems**, San Francisco, CA

**Senior Artist** | *October 2016 – October 2018 - Episode (iOS, Android)* - Created stylized character art and environments for top-grossing mobile narrative game (100M+ downloads) - Delivered high-volume asset production (300+ characters) for live-service mobile game - Worked within strict mobile performance constraints while maintaining visual appeal

## **EA Maxis**, Redwood Shores, CA

**3D Character Modeler** | *August 2013 – October 2016 - The Sims 4 (PS4, Xbox One, PC)* - Developed character models and customization systems for AAA franchise title (33M+ copies sold) - Created modular character assets supporting extensive player customization - Collaborated with design and engineering teams on complex character rigging and animation integration

## **Zynga | Page 44**, San Francisco, CA

**Senior 3D Artist** | *February 2008 – June 2013 - Disney licensed titles, Pictionary franchise, Zynga Avatars (Web Platform), Party Place (iOS)* - Produced character art and environments for multiple Zynga franchises and licensed properties (Disney, Hannah Montana, Pictionary) - Shipped games across web, iOS, Xbox 360, PS3, Wii, and PSP platforms - Contributed to art pipeline development for high-volume social game production

## EDUCATION

**Academy of Art University**, San Francisco, CA Bachelor of Fine Art | 2000 – 2004