

# JHUSTIN HALL

Cell: (619) 884-1340 • Email: [jhustin.hall@gmail.com](mailto:jhustin.hall@gmail.com)

Portfolio: [www.JhustinSaine.com](http://www.JhustinSaine.com) LinkedIn: [www.linkedin.com/in/jhustin](http://www.linkedin.com/in/jhustin)

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## OBJECTIVE:

Meet strict deadlines by developing new means of efficiency, either in a solo position or in a team.  
Not only providing a quality product, but inevitably saving your company valuable time and money.

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## QUALIFICATION HIGHLIGHTS:

- Flash CS5
  - Photoshop CS5
  - Zbrush 4
  - Maya 2011
  - Illustrator CS5
  - 3D Studio Max 2011
  - InDesign CS4
  - Dreamweaver CS4
  - After Effects CS5
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## EMPLOYMENT HISTORY:

### *Big Fish Games*

Graphic Art Lead April 2010 to May 2011

- Organized deadlines and workflow within the design team
- Acted as point of contact between multiple parties, determine project priorities
- Held weekly critiques to determine the art direction of the content management department

Production Artist II October 2008 to April 2010

- Created dynamic interactive website borders and backgrounds (head and shoulders)
- Created games' feature interactive flash movies
- Created newsletter templates and visual marketing strategies
- Designed and compile strategy guide executable files
- Met short deadlines with exquisite quality
- Implemented new organization standards
- Saved company time and money by creating efficient pipelines and templates

Casual Game Tester June 2008 – October 2008

- Hardware / Operating system compatibility testing
- Introduced new methods of bug tracking and testing
- Thoroughly tested high volume of casual games
- Quick turnaround and a keen eye for innovative testing

### *Excell Data Corp. – Microsoft Corporation*

Lead Test Associate June 2007 – June 2008

- Team leader of over 30 members
- Designed and implemented test cases and organizational standards
- Experience with proprietary tools and hardware.
- Organized daily objectives and execution for test plans
- Trained newly hired candidates for the testing environment

### *Parker Services- Nintendo of America*

Quality Assurance March 2007 – May 2007

- Virtual Console compatibility and core games testing
- High weekly turnaround of projects

### *Nelson Staffing – Sony Computer Entertainment of America*

Quality Assurance Lead June 2006 – September 2006

- Split screen multiplayer lead for the night crew
  - Experience with proprietary bug-entry database
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## EDUCATION:

### *Art Institute of California – San Diego*

Graduated 2006

Bachelor of Science in Computer Science Emphasis Game Art & Design

Focus: Game Design & Graphics and Animated Movie



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## PEER RECOMMENDATIONS:

These are reviews from team members and leaders from my past places of employment. All reviews can be found on my [LinkedIn](#) profile.

“Jhustin has a very unique perspective on art and quality stemming from a solid background in the QA industry. His ability to consistently deliver on specific requests has not gone unnoticed in an environment where both speed and efficiency are key. It was a pleasure to work with Jhustin at Big Fish Games for the roughly 3 years he was employed there. He is a creative force that is going to be hard to replace and he will be missed by all who relied on him for artistic needs.”

~ [Tyler Cooper](#), *Developer Relations Manager, Big Fish Games*

“Jhustin was a production artist who was consistently able to consider his actions on the large scale. While we never worked in the same group, the work he produced with his team directly impacted my workflow daily - individually and for my whole team. In the great time I worked with Jhustin I felt he always considered the far reaching implications of every action and worked with both pride and integrity accordingly. He was a truly worthwhile asset and a friend to many of us.”

~ [Danual Allen](#), *Lead International Game Release Coordinator at Big Fish Games*

“Jhustin was a production artist on my team for year and he quickly grew from a new raw artist to one of the most valued members of my 6 person team. He works fast and diligently, takes direction well while at the same time can think outside of the box if given to his own devices. As a manager, I never had to ask him to do work -- he was always picking up the loose ends before I needed to assign them -- and quickly learned where to spend his time and where to cut corners in the fast-paced environment of marketing a new game every day over 4 language sites.

As a coworker, he is a great guy to have around. He has a good sense of humor and doesn't let the monotony of a relentless release schedule get him down or stop his breakneck work pace. It's also was great to see him grow as an artist over that time, quickly getting better and more confident through hard work and practice, and helping the other artists on the team raise their skill level as well. Because of this, when I left the team, he was my first choice for a replacement, and if I were to be in the position of hiring artists again he would be first on my list.”

~ [Kale Stutzman](#), *Game Operations: Graphic Design Lead, Big Fish Games*

“Jhustin is one of the most hard working, reliable and intelligent people I've ever had the pleasure to work with. He is detail oriented, timely and an excellent problem solver. I'd highly recommend Jhustin for any role he applies himself to simply on the basis of his work ethic and ability to function within a group.”

~ [Theo Nguyen](#), *Game Test Associate 2, Microsoft through Excell Data*

“I have worked with Jhustin off and on since 2007, and he is one of the finest individuals I have ever known. He has mentored, taught, and lead with patience and understanding. He organizes daily tasks thoughtfully, and assigns work based on people's strengths, a skill only attained by taking the time to get to know them. I have learned a lot from following his example.”

~ [Justin Crabtree](#), *Release QA Tester, Big Fish Games*

