

Expertise

- Leadership
- AAA Gaming
- Art Direction
- Creative Direction
- Narrative
- Marketing
- Presentations
- UI/UX
- Mobile
- Wireframes
- Storyboards
- User Flows
- Process

Tools

- Adobe Suite
- Maya
- Unreal Engine
- Unity
- Proprietary Engines
- P4/Jira/Figma

Education

2013

Certified Scrum Master
Scrum Alliance

2002

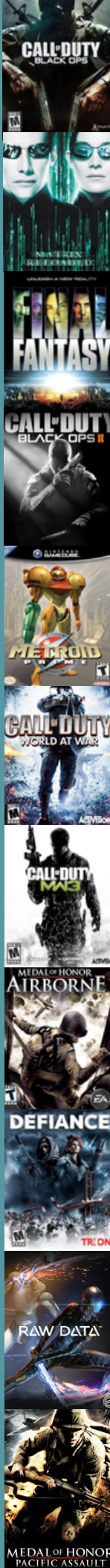
Management Training
Skywalker Ranch

1993 - 1995

Industrial Design
The Art Institute of Pittsburgh

1989 - 1991

Criminal Law
Greenfield College



JAMES H. DARGIE

Creative/Art Director

| AAA Games | Mobile | VR | AR | Location Based



www.claviusbase.com



26253 Veva Way Calabasas, CA



310-869-4662

Visionary leader in AAA gaming and interactive media with deep expertise in art, creative, and design direction. Proven ability to push artistic and technical boundaries, delivering visually stunning and immersive experiences. Skilled in leading teams and fostering cross-functional collaboration to create high-impact, engaging content.

EXPERIENCE

09/2025 - PRESENT

AAA LOCATION BASED ENTERTAINMENT



SENIOR CREATIVE DIRECTOR

Riyadh, Saudi Arabia

Leading creative strategy and **experience design** for Qiddiya's Esports & Gaming initiatives - part of Saudi Arabia's **visionary entertainment** capital.

- Developing high-level **concepts and design** frameworks for next-generation gaming venues, interactive attractions, and **large-scale player experiences**.
- Collaborating with **cross-functional teams** in architecture, technology, and entertainment to define creative standards and experiential storytelling pillars.
- Driving innovation across **immersive media, display technology**, and guest engagement to shape world-class gaming destinations.

06/2025 - 07/2025

Premiere Extraction Shooter



GAMES

CREATIVE DIRECTOR (contract)

Bangalore, India

Collaborated with Lila Games leadership to unify the narrative and art style for "Black".

- **Enhanced storytelling** clarity and **player immersion** by refining mission flow, dialogue pacing, and key narrative beats.
- Designed new **level layouts**, gameplay encounters, and **visual set pieces** aligned with the game's evolving tone and mechanics.
- Contributed to character and VFX **design direction**, ensuring cohesive **world-building** across art, gameplay, and story.

03/2025 - 06/2025

AAA AI Generated NETFLIX Game



Lithas

AI ART DIRECTOR (contract)

San Diego, CA

Art directed photoreal **AI-generated** cinematic content for an interactive **Netflix IP**.

- Led visual development and style direction for AI-assisted video sequences tied to gameplay
- Directed prompt engineering, integration of AI tools (**ComfyUI, diffusion models**) into production pipeline
- Aligned writers, designers, and engineers to support narrative goals and **player experience**

03/2023 - 03/2025

Wizard of Oz Experience



sphere

SENIOR CREATIVE DIRECTOR

Burbank, CA

Directed game **design** and creative vision for large-scale, real-time interactive games at Sphere, built for **10,000+** simultaneous players.

- Led end-to-end design direction, from core mechanics to visual identity and **narrative** tone
- Managed cross-functional teams to deliver **16K**, 60 FPS interactive content at arena scale
- Defined **gameplay** systems, UX flows, and technical standards for immersive audience engagement
- Managed internal art and design teams, ensuring cohesion across gameplay, **visuals**, and **story**

11/2021 - 03/2023



MADISON SQUARE GARDEN ENTERTAINMENT

SENIOR ART DIRECTOR

Burbank, CA

Directed the creative **vision**, tone, and gameplay design for large-scale interactive **games** built for massive venue experiences at 16k, 60 FPS

- Led internal art teams to deliver cohesive **real-time gameplay**, visuals, and narrative.
- Partnered with senior leadership to align game strategy with **enterprise goals** and technical standards.
- Drove innovation at the intersection of storytelling, **design**, and high-performance tech.

01/2021 - 11/2021

LARCENAUTS - Hero VR Shooter

IMPULSE GEAR

ART DIRECTOR (contract)

San Francisco, CA

Led art direction for the AAA **VR shooter** Larcenauts, defining tone and visual style to align with market trends and **gameplay** goals. Partnered with cross-functional teams to deliver high-impact visuals and intuitive player experience.

02/2020 - 01/2021

SOLARIS- OFFWORLD COMBAT - VR Shooter

FIREWALL ZERO HOUR - VR Shooter



FIRST CONTACT ENTERTAINMENT

STUDIO ART DIRECTOR (contract)

Santa Monica, CA

Directed the artistic vision for large-scale **PlayStation VR** titles. Led **art direction**, unifying tone and visual style across internal and external teams while aligning with production timelines and **strategic goals**.

03/2017 - 02/2020

AR/VR Interactive Narrative, Games and Marketing



ostendo

CREATIVE DIRECTOR

Beverly Hills, CA

Led creative innovation at a multi-million-dollar tech company by aligning **emerging technologies** with business goals, driving product storytelling, marketing, and immersive experience design. Directed the vision for VR, AR, and XR experiences—blending narrative, **game design**, and **UI/UX**. Spearheaded next-gen AR interface design for smart glasses and led the creative direction of **immersive campaigns** that bridged product, story, and **audience engagement**.

06/2016 - 03/2017

HYPERSTRIKE GO! - PVP Combat Card Game (mobile) **IRON ORDER** - VR Shooter



BOXI INTERACTIVE

ART/CREATIVE DIRECTOR (studio closure) Los Angeles, CA

Unified artistic and game design vision for a VR combat game, driving innovative gameplay and inspirational visuals. Led cross-disciplinary teams to craft compelling narratives and mechanics, leveraging outsourcing to meet deadlines.

Key Contributions:

- Visual & Game Design Direction: Ensured cohesive gameplay and aesthetics across VR and mobile platforms
- Team Management: Delivered high-quality content on time and budget through effective team and partner management
- Core Game Design: Developed immersive narratives and systems, integrating extensive industry expertise

02/2016 - 06/2016

RAW DATA - VR Shooter



SURVIOS

ART DIRECTOR (contract)

Los Angeles, CA

Defined and directed an artistic vision across VR gaming experiences, while directly contributing to narrative writing aspects of project. Enhanced standard of product's visual aesthetic, directing art, programming, and design departments to further develop tools and improve real-time rendering engine. Key Contributions:

- Directed art and visual style for "Raw Data," enhancing gameplay with strong storytelling and technical execution.
- Collaborated closely with executive teams to ensure alignment on creative, business, and technical goals.
- Awarded best VR game of Game Developers Conference (GDC), in 2016

02/2014 - 02/2016

FANTASTIC PLASTIC SQUAD - Mobile Shooter Published by WG Cells



POUND SAND

STUDIO ART/CREATIVE DIRECTOR

Los Angeles, CA

Elevated art and design direction for AAA mobile games, setting a standard for excellence and delivering optimal player experiences. Defined technical requirements to align creative vision with game design and art execution. Key Contributions:

- Directed creative development for Fantastic Plastic Squad, integrating F2P strategy, marketing, and monetization
- Collaborated with Kabam on F2P strategy and marketing initiatives
- Managed on-site and remote art teams to ensure consistent quality across all visual assets

10/2013 - 01/2014

EVOLVE - Multiplayer Shooter **Civilization Revolution 2, for iOS** - Turn-based Strategy



GAMES

PUBLISHING ART DIRECTOR

Novato, CA

Established global partnerships, driving best practices for AAA art creation. Acted as a key liaison between internal and external teams, ensuring seamless operations and media campaigns for top-tier games. Key Contributions:

- Led art direction for "Evolve" and "Civ Rev 2" on iOS, coordinating with clients and internal teams to optimize creative assets
- Managed production pipelines and communicated creative strategies to internal teams and external clients

04/2012 - 10/2013
DEFIANCE - MMO Shooter



STUDIO ART DIRECTOR (studio closure)

San Diego, CA

Collaborated with SyFy on the first transmedia project bridging an MMO and TV series, aligning storytelling and visuals with the show's core vision. Strengthened cross-discipline and marketing relationships to ensure high-quality art and narrative design. Key Contributions:

- Directed on-site and remote art teams, maintaining artistic and narrative cohesion
- Developed narrative elements and seasonal arcs for TV-game crossovers
- Boosted user base by 20% through strategic marketing and transmedia integration

08/2011 - 04/2012

UNIT 13 - VITA Shooter **UNANNOUNCED IP** - PS4 Shooter



STUDIO ART DIRECTOR (studio closure)

Kirkland, WA

Directed launch title game within an 8-month period, as creative director/art director for new AAA caliber games. Partnered with Sony studios worldwide, navigating the future of immersive technologies, harnessing ideas and concepts to fuel concepts for team execution.

Key Contributions:

- Honored with "Best Selling PS VITA Game" designation during launch of Unit 13
- Created pipeline with Guerrilla Games for international co-development on Killzone 4

12/2008 - 08/2011

COD BLACK OPS 1 & 2, MODERN WARFARE 3 - FPS SHOOTER **N@zi Zombies** - FPS Shooter



ART DIRECTOR, ASSOC., Lighting Director

Los Angeles, CA

Established groundwork for production of the first game in a series to feature cutting edge gameplay technology. Acted as bridge between artists and multiple departments, owning initiatives such as flow of art supplies, and enhancement of style guides.

Key Contributions:

- Developed creative strategies for level design, brand and campaigns; resultant combined sales of over one billion dollars
- Created inspirational visuals to unify and bolster artistic direction and defined teams' technical needs in conducting creative vision of products, designs, projects, and initiatives.

02/2008 - 12/2008

FOOTY ACADEMY - Web-based MMO



FOOTY, LLC

CHIEF CREATIVE OFFICER (start-up)

Los Angeles, CA

Game Design and Art Direction for social world game; Designed 18 characters in creation of a tween MMO social gaming site. Oversaw art, and design including the manufacturing of prototype figurines. Managed budget, scope, and resources according to organizational goals and strategies

08/2007 - 02/2008

ACADEMY 13 - Web-based MMO



CORY ROAD

CHIEF VISUAL OFFICER (start-up)

Los Angeles, CA

Guided creative direction, game design and narrative of tween MMO social gaming network, in the toys-to-life genre. Provided creative team leadership, inspiring artistic vision navigating schedules and staying on budget.

04/2003 - 08/2007

MEDAL OF HONOR: AIRBORNE - FPS Shooter **MOH: PACIFIC ASSAULT** - FPS Shooter **MOH: RISING SUN** - FPS Shooter



Electronic Arts

CG Director; Producer

Los Angeles, CA

Directed next generation platform, including video hardware and 3D Acceleration.

- Perfected techniques used in Lighting, VFX, Post FX, weapons, vehicles, characters
- Produced first, non-Epic console game to use Unreal Engine Modeling/Texturing/Animation for props, weapons, environments & characters

10/2002 - 04/2003

MATRIX: RELOADED/REVOLUTIONS - Film



ESC ENTERTAINMENT

MODELER/DESIGNER

Alameda, CA

Created high quality and detailed hovercraft and weapon platforms in collaboration with department leads. Resulting productions grossed \$1.5B worldwide.

01/2002 - 10/2003

RTX: REDROCK - 3rd Person Shooter/Adventure



LucasArts

SENIOR MODELER/DESIGNER

San Rafael, CA

Conceptualized, designed, and created cinematic and game assets, modeled and textured props, environments and characters.

05/2000 - 12/2001

METROID PRIME - 3rd Person Action/Adventure



SENIOR ARTIST

Austin, TX

Crafted compelling visual narratives reinforcing and enhancing the game's setting, story, and gameplay elements. Collaborated with artists and developers on UI/HUD designs; designed top-selling GameCube game.

02/1997 - 05/2000

FINAL FANTASY: THE SPIRITS WITHIN - Film



LEAD CG ARTIST

Honolulu, HI

Pioneered the first photorealistic animated feature marketed for adults. Directed artistic creations, including holograms and motion graphics; collaborated on story and dialogue writing.

11/1995 - 01/1997

RIPPER - FMV Narrative Game **BLACK DAHLIA** - FMV Narrative Game **JETFIGHTER: FULLBURN** - FMV Shooter **BATTLECRUISER 3000** - RPG Shooter



LEAD CG ARTIST

Latrobe, PA

Designed and created appealing and idealized visual narratives that reinforced and enhanced games as well as cinematics. Directed team of four in design of multiple game levels.