

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

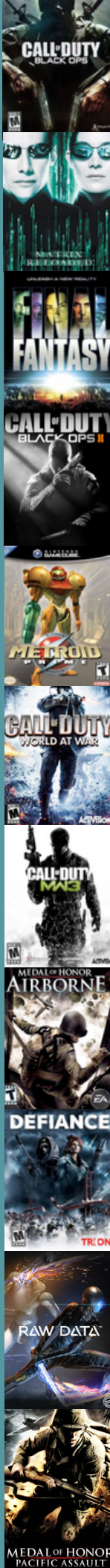
Education

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

03/2023 - 03/2025



sphere™

SENIOR CREATIVE DIRECTOR Burbank, CA

Directed the Game Design and style of large-scale interactive games for massive venues, aligning technology initiatives with strategic and financial goals. Key Contributions:

- Led design & creative direction for Sphere's groundbreaking interactive gaming experiences
- Managed cross-functional teams to develop immersive, real-time experiences for 10,000+ players
- Established visual, gameplay, and technical standards for 16K, 60 FPS content
- Led internal art and design teams, ensuring consistency across gameplay, visual design, and narrative execution

11/2021 - 03/2023



MADISON SQUARE GARDEN ENTERTAINMENT

SENIOR ART DIRECTOR Burbank, CA

Envisioned, developed, and directed the tone and style of a wide range of games for massive venue interactive games, ensuring the prioritization of technology initiatives in alignment with strategic enterprise objectives and financial drivers. Key Contributions:

- Partnered with senior leadership, establishing strategic objectives and meeting visual/technical standards of 16k, 60FPS gameplay
- Directed creative vision and gameplay design for large-scale interactive games, aligning technology and strategy with enterprise objectives
- Led internal art and design teams, ensuring consistency across gameplay, visual design, and narrative execution

01/2021 - 11/2021

LARCENAUTS - Hero VR Shooter

IMPULSE GEAR

ART DIRECTOR

San Francisco, CA

Envisioned, developed, and directed the tone and style of VR game art, aligning technology initiatives with strategic and financial goals to push creative boundaries. Key Contributions:

- Directed tone and visual design for "Larcenauts," a AAA VR shooter, ensuring alignment with market trends and gameplay standards
- Collaborated with cross-functional teams to execute high-quality visuals and intuitive gameplay

01/2020 - 01/2021

SOLARIS - OFFWORLD COMBAT - VR Shooter **FIREWALL ZERO HOUR** - VR Shooter



FIRST CONTACT ENTERTAINMENT

STUDIO ART DIRECTOR

Santa Monica, CA

Envisioned, developed, and directed the tone and style of large-scale interactive games, aligning technology initiatives with strategic and financial goals. Key Contributions:

- Spearheaded art direction for VR shooters "Firewall Zero Hour" & "SOLARIS," balancing style, deadlines, and resource allocation
- Managed internal and external art teams, ensuring cohesive visual storytelling and consistency across all art disciplines

03/2017 - 03/2020

AR/VR Interactive Narrative, Games and Marketing



ostendo

CREATIVE DIRECTOR

Beverly Hills, CA

Led industry-focused emerging technology, market trends, and consumer insights to drive innovation in a multi-million-dollar tech company. Spearheaded the creation and artistic vision of VR/AR experiences, seamlessly aligning technology with enterprise goals. Key Contributions:

- Revolutionized AR UI/UX for next-gen smart glasses
- Developed creative direction and game design for AR/VR interactive narratives and games
- Managed art team & outsourced content, aligning with product goals

06/2016 - 03/2017

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



ART/CREATIVE DIRECTOR

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

03/2017 - 03/2020

RAW DATA - VR Shooter



ART DIRECTOR (contract)

Los Angeles, CA

Define 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



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

09/2013 - 01/2014

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



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

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

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 Guerilla Interactive 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

Los Angeles, CA



ART DIRECTOR, ASSOC., Lighting Director

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. Created inspirational visuals to unify and bolster artistic direction and define teams' technical needs in conducting creative vision of products, designs, projects, and initiatives.

Key Contributions:

- Developed creative strategies for level design, brand and campaigns; resultant combined sales of over one billion dollars

02/2008 - 12/2008

FOOTY ACADEMY - web Based MMO



FOOTY, LLC

CHIEF CREATIVE OFFICER

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

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

02/2003 - 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.