

Steve Suhy

Art Director

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WORK EXPERIENCE

Art Director

Wolf Games

April 2026 – Present
Remote, Los Angeles,
USA

- Spearheaded the visual development of high-quality hypercasual mobile and web titles, successfully pioneering generative AI workflows into production pipelines.
- Defined definitive art style guides and process frameworks to optimize asset creation and maintain visual consistency.
- Partnered closely with cross-functional leadership and multidisciplinary teams to ensure absolute clarity and alignment on visual identity and user experience.
- Provided hands-on art direction and mentorship to the art department, driving excellence across both concept art and UI/UX design.

Art Director

Series Entertainment

January 2025 –
April 2026

- Drove the **IP worldbuilding** for highly imaginative worlds and characters, establishing the foundation for creative PC and mobile products. Unannounced products are currently in development.
- Spearheaded the **exploration and implementation of leading-edge AI** content pipelines for 3D, 2D, and video production, demonstrating technical leadership and pipeline innovation, including **Unity 2022 Engine** integration.

Art Director

Electronic Arts, Ripple Effect Studios 🌐

2022 – December 2024
Marina Del Rey, USA

- **"Battlefield 6", Military FPS Shooter (PC, Xbox Series X/S, PS5)**
- Exercised senior leadership to drive multiple art teams toward high-quality execution through consistent build reviews and direct feedback.
- Orchestrated cross-continent alignment and collaboration on franchise development, establishing efficient asset sharing methodologies to optimize pipeline.
- Created and presented a compelling, quality-driven visual direction to the development team and franchise leadership, ensuring clear creative communication.
- Partnered with production on roadmaps, resourcing, and milestone deliverables, maintaining an efficient pipeline.
- Demonstrated technical acumen by collaborating on feature proposals and understanding the complex pipelines of the **Frostbite Engine**.

Art Director

illFonic 🌐

2021 – 2022
Tacoma, WA, USA

- **"Arcadegeddon", First Person Shooter (PC, PS5, Xbox Series X, PS4, Xbox One)**
- Successfully delivered the product launch of **"Arcadegeddon"**, demonstrating a focus on high-stakes product results.
- Provided leadership and mentorship for an internal team of **8 production artists**, utilizing the **Unreal Engine v4.27** development platform.

- Maintained creative quality and pipeline efficiency by providing clear visual direction and timely approvals to the outsourcing department.
- Managed JIRA backlog grooming and prioritization, collaborating with production on Roadmap/Milestone tracking.

Lead Artist

2020 – 2021

Take 2, Intercept Games 

Seattle, USA

- **"Kerbal Space Program 2", Space Sim/Physics Sandbox (PC)**
- Defined the succinct visual pillars of the KSP franchise, setting the creative foundation for the product.
- Provided mentorship and career management for an internal team of **9 production artists** while ensuring high standards of content execution.
- Delivered clear creative communication and direction to an external art production house in Mexico City for asset approval.
- Demonstrated creative ability and technical acumen through hands-on **Unity 2020 Engine** production of complex planetary assets (clouds, lighting, post-process).

Studio Art Director

2019 – 2020

Adept Games

Seattle, USA

- As a startup, provided clear and targeted Art Direction on a series of multi-platform **Unity Engine** titles, establishing a strong creative vision grounded in old-world fantasy.
- Demonstrated leadership and mentorship by managing an internal team of **8 senior production artists** and **2 interns**.
- Engineered an extensive, 'scenario-based', multi-product Art Development Plan to streamline the pipeline and manage outsourcing bids.

Amazon

2011 – 2019

Principal Art Director (Amazon Game Studios, Lumberyard, Sumerian (AR/VR), Rapids, Imaging Sciences)

Seattle, USA

- Provided leadership and mentorship by managing the entire **20+ art staff** as well as guiding the Double Helix studio acquisition.
- Instituted comprehensive visual style guides, technical processes, and development standards, ensuring consistent artistic execution across multiple studios.
- Successfully launched **4 Premium Apple "Editor's Choice" mobile titles** and art directed **17 concurrent mobile titles**, managing international partners via clear communication.
- Art directed and launched major Amazon products, including the **Amazon Sumerian Engine/Editor** and the **Amazon Rapids Reading App**.
- Demonstrated massive-scale communication and artistic leadership by directing **30+ external illustrators** to produce **200+ stories** for Rapids product launch.
- Led system design and redesign efforts for **Lumberyard Engine** artist toolsets, including the Particle Editor (with external partner Confetti), while establishing efficient workflow processes.
- Delivered hands-on content and feature demos, contributing to the successful release of the Amazon Lumberyard Game Engine/Editor (PC, Feb 2016).
- Established **Official Quality Standards** for Amazon's massive Imaging Sciences 3D Content Library, ensuring pipeline quality across all consumer-facing assets.

Technical Art Director

Sony Entertainment, Zipper Interactive

2008 – 2011
Redmond, USA

- **"MAG" (PS3), "SOCOM 4" (PS3), Military FPS Shooter Genre**
- Drove innovation by developing and implementing new visual tools and rendering pipelines, including technical documentation a proprietary level creation tool.
- Maintained technical acumen and communication by authoring WIKI documentation for all internal processes, covering shaders, post-process, and asset creation pipelines.
- Served as the public-facing evangelist for MAG and SOCOM 4, including presenting at the 2008 Sony E3 Press Event, demonstrating product communication.

Studio Art Director

Sierra Online

2006 – 2008
Issaquah, USA

- **"Carcassone", Digital Board Game (Xbox 360), "Creature Hunter", MMO (PC)**
- Executed global leadership and communication by managing an internal team of **12 production artists** and a sister department of **~60 in Shanghai, China.**
- Demonstrated creative and technical ability by directing conceptual and world development using the BigWorld Engine.
- Focused on product results and business strategy by developing product acquisition proposals for multiple suitors (Vivendi Games, Tencent, Microsoft).

EDUCATION

Studio Arts/Computer Science

University of Pittsburgh

Pittsburgh, USA

SKILLS

Art Direction — Leadership, Visual Direction, IP Development, Mentorship, Outsourcing, Budgeting, Documentation, Presentation, **Platforms** — Console, PC, Mobile, AR/VR, Social, **Software** — AI Solutions (midjourney, nanobanana, hunyuan3D, Meshy, Ronin, SORA, Veo, Higgsfield, WAN, ComfyUI, chatGPT, WorldLabs, etc.), Photoshop, After Effects, Substance, Mudbox, Gaea, Unreal, Unity, Maya, QuadRemesher, Lumberyard, JIRA, Confluence, Google Suite, Powerpoint, Slack, miro, **Content Development** — AIGen, 3D Modeling & Texturing, World Building, Lighting/VFX/Post, Concept Art, Illustration, UI

AWARDS

Art Direction Council (2009-2017)

Academy of Interactive Arts and Sciences

ADDITIONAL NOTABLE TITLES

Need for Speed 2SE, 3, Motor City Online (Racing), Gex (Platformer), Mutant League Series (Sports), Mechwarrior (FPS), Marvel IP (Side scroller), Game Designer Workshop IP (ARPG)