

# ROB LANDEROS

## CURRICULUM VITÆ

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## OBJECTIVES

## SKILLS

Skills include game and interface design, graphic design, mastery of Photoshop, Illustrator, InDesign, and GoLive (HTML). Also strong on communication, teamwork, management and organization.

To use both digital and traditional media for work on interesting projects, for interesting clients and companies that allow for real innovation and creativity.

### 2003 – 2006 Landeros Design Group Graphic Designer

☞ Graphic design, web site development and a host of design services for screen, print and multimedia. Please visit Landeros Design.

### 1996 – 2003 Aftermath Media President/Co-Founder

☞ Designed, executive produced, and published interactive CD-ROM and DVD movie, *Tender Loving Care*, budget of \$1,750,000. Please visit aftermathmedia.com  
☞ Winner numerous awards (see Awards Received)

### 1998 - 2004 Digital Circus Entertainment Vancouver, BC Co-Founder

☞ Designed, produced and art directed interactive DVD and Internet movie, *Point of View*, budget of \$350,000.  
☞ Game designer and graphic artist of interactive game-show, *Let's Do Diddley*, budget \$120,000.

### 1991 - 1996 Trilobyte, Inc. Medford, OR CEO/Co-Founder/Creative Director

☞ Designed, art directed and developed CD-ROM games *The 7th Guest* and its sequel, *The 11th Hour* which combined, sold well over 2 million units and won many prestigious industry awards.

## EMPLOYMENT

Medford, OR

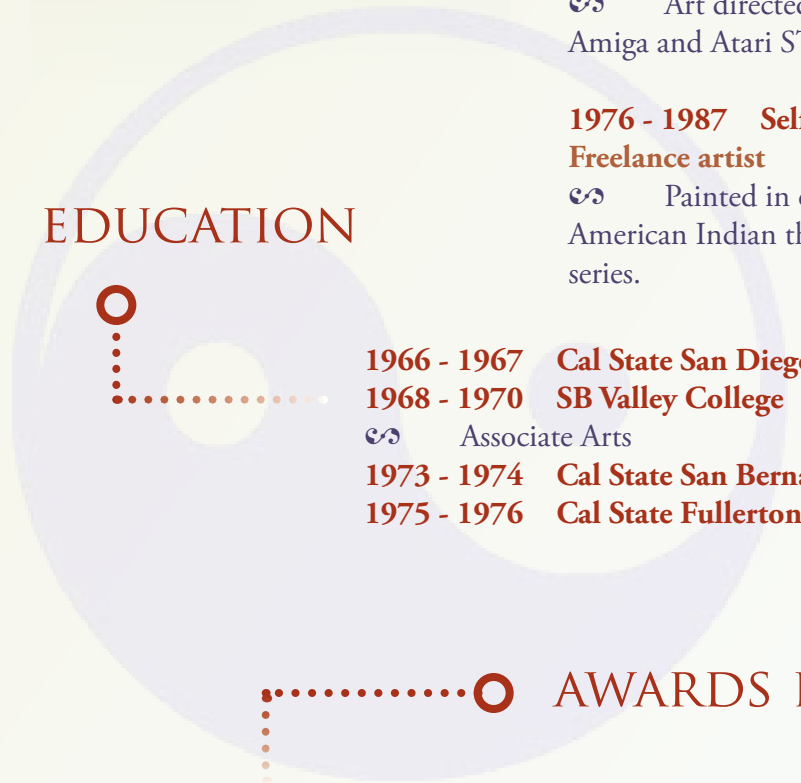
Ashland, OR

Vancouver, BC

Medford, OR

Online biography and  
portfolio available at:  
[roblanderos.com](http://roblanderos.com)

## EDUCATION



1966 - 1967	Cal State San Diego	San Diego, CA
1968 - 1970	SB Valley College	San Bernardino, CA
Associate Arts		
1973 - 1974	Cal State San Bernardino	San Bernardino, CA
1975 - 1976	Cal State Fullerton	Fullerton, CA

- Budgets \$600,000 and \$1,800,000 respectively.
- First to use animated 3D computer graphics in multimedia PC entertainment software.
- Lead 55 employee \$10 million company in developing and publishing several computer games.
- Winner numerous awards (see Awards Received)

### 1989 - 1991 Virgin Interactive Entertainment Irvine, CA Company Art Director

- Art directed all internally and externally developed PC games.

### 1987 - 1989 Cinemaware Thousand Oaks, CA Company Art Director

- Art directed all internally developed original games for the Amiga and Atari ST systems.

### 1976 - 1987 Self-Employed Seattle, WA Freelance artist

- Painted in oil, engraved ivory with wildlife and native American Indian themes, wrote and drew underground comic book series.

## AWARDS RECEIVED

*The 7th Guest* and *The 11th Hour* - "Best Entertainment Title, 1994" (Multimedia World Reader's Choice Awards), "Golden Triad Award" (Computer Game Review), "Most Valuable Product" (PC Computing), and "Best CD Game" (Interactive Academy/Cybermania Awards).

*Tender Loving Care* - "Most Creative Use of DVD Technology" (European DVD Summit), "Best DVD" (Interactive Digital Media Association), "Creative Excellence" (DVD Pro Conference)

## OTHER INTERESTS

Dog rescue, writing, political activism, motorcycling, golf